

DOLMENWOOD

ADVENTURE AND PERIL IN FAIRYTALE WOODS



Game Preview

dolmenwood.com

DOLMENWOOD

Game Preview

Version 1.0



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EXALTED
FUNERAL

Table of Contents

4 WELCOME TO DOLMENWOOD

About Dolmenwood	6
The Journey Begins	8
Folk and Factions	9
Player's Map of Dolmenwood	10

13 CHARACTERS

Character Statistics	14
Breggle	16
Cleric	20
Enchanter	22

24 MAGIC

Fairy Magic	26
Glamours	28
Holy Magic	30
Rank 1 Holy Spells	32

35 EQUIPMENT, SERVICES, AND ANIMALS

Hounds	36
Pipeleaf	38
Retainers	40

42 ADVENTURING

Preparing for an Adventure	44
Encumbrance	46
Travel	48

51 SECRETS OF DOLMENWOOD

Longhorn Nobility	52
Lankshorn	56
Lair of the Cheese-Fiend	60
The Giant Egg	61
Thirligrewe's Orchard	62
The Bad Apples	63
Encounter Tables	64
Magic Weapons	66

68 MONSTERS

Gargoyle	70
Goblin	71
Root Thing	72
Yickerwill	73





Inspirational Media

The following books, films, and television series inspired the creation of Dolmenwood. They are recommended as imagination fodder for all players.

Books

- ▶ *The Charwoman's Shadow*—Lord Dunsany
- ▶ *The Fellowship of the Ring (Book 1)*—J.R.R Tolkien
- ▶ *Goblin Market*—Christina Rossetti
- ▶ *Gormenghast*—Mervyn Peake
- ▶ *Jonathan Strange & Mr Norrell*—Susanna Clarke
- ▶ *The King of Elfland's Daughter*—Lord Dunsany
- ▶ *Krabat*—Ottfried Preußler
- ▶ *The Ladies of Grace Adieu*—Susanna Clarke
- ▶ *Lud-in-the-Mist*—Hope Mirrlees
- ▶ *Lyonesse trilogy*—Jack Vance
- ▶ *Mio My Son*—Astrid Lindgren

- ▶ *On Fairy-Stories*—J.R.R Tolkien
- ▶ *Smith of Wootton Major*—J.R.R. Tolkien
- ▶ *Stardust*—Neil Gaiman
- ▶ *The White People*—Arthur Machen

Films

- ▶ *The Green Knight*—David Lowery
- ▶ *Labyrinth*—Jim Henson
- ▶ *Legend*—Ridley Scott
- ▶ *Princess Mononoke*—Hayao Miyazaki
- ▶ *Spirited Away*—Hayao Miyazaki
- ▶ *The Wicker Man*—Robin Hardy

Television Series

- ▶ *Jonathan Strange & Mr Norrell*—BBC series
- ▶ *Over the Garden Wall*—Patrick McHale
- ▶ *Twin Peaks*—Mark Frost and David Lynch



Part One

**Welcome to
Dolmenwood**



Dolmenwood encompasses a swathe of tangled woods, fungus-encrusted glades, and foetid marsh on the wild borders of civilisation. In this beguiling realm, the magical and otherworldly are always close at hand.

Standing stones loom in hallowed glades, graven with sigils of deep magic. Ley lines pulse within the earth, their potent arcane energy tapped by greedy sorcerers. Secret doorways allow passage to the perilous realm of Fairy, for those charmed or blessed by the lords of Elfland.

Step then, bold and foolhardy adventurer, into the hoary forest realm of Dolmenwood and beware, for little here is as it seems.

About Dolmenwood

Introducing the Dolmenwood tabletop role-playing game.

Dolmenwood is a fantasy adventure game set in a lavishly detailed world inspired by the fairy tales and eerie folklore of the British Isles. Like traditional fairy tales, Dolmenwood blends the dark and whimsical, the wondrous and weird.

Players journey through tangled woods and mossy bowers, forage for magical mushrooms and herbs, discover rune-carved standing stones and hidden fairy roads, venture into fungal grottoes and forsaken ruins, battle oozing monstrosities, haggle with goblin merchants, and drink tea with fairies.

Streamlined rules and helpful introductory materials guide novice players, while unique new magic and monsters bring a fresh sense of the unknown to veteran role-players.

The Books

We're Kickstarting the three Dolmenwood core books, plus a range of extras. The *Dolmenwood Player's Book* contains the complete game rules plus all character options. The *Dolmenwood Campaign Book* and *Dolmenwood Monster Book* present a detailed campaign setting and bestiary, ready for years of adventure.

Characters

Players may be a proud, goat-headed breggle, a starry-eyed elf stepped straight from Fairy, a tricksome grimalkin cat-fairy, a worldly or hapless human, a fungus-riddled mossling, or a capricious, bat-faced woodgrue.

Choose from nine classes: the ardent cleric, wilful enchanter, dashing fighter, jolly friar, stealthy hunter, haughty knight, enigmatic magician, charming minstrel, or wily thief.

Open Sandbox World

Simple, flavourful rules for travel, exploration, and camping lead characters on adventures across the tangled expanse of the Dolmenwood map. Players can explore 200 map hexes, visit 12 detailed settlements, meet over 280 NPCs, and meddle with the schemes of 7 major factions: the Cold Prince, the Drune, the Human Nobility, the Longhorn Nobility, the Pluristine Church, and the Witches.



Familiar, Streamlined Rules

Dolmenwood uses the acclaimed Old-School Essentials rules system, streamlined, customised, and expanded for the setting. Anyone who's played a game with six ability scores, classes, hit points, armour class, and saving throws can pick up Dolmenwood in no time.

Designed for Play

Modern formatting and layout make the game easy to learn and a breeze to reference during play. Clear procedures for travel, camping, settlements, dungeons, encounters, and combat make running the game smooth and easy. PDFs are enhanced with clickable hex maps and text hyperlinks for instant navigation.

BACK THE KICKSTARTER!

kickstarter.com/projects/exaltedfuneral/dolmenwood-tabletop-rpg

IN THIS PREVIEW PDF

This PDF contains a sample of material from each of the three Dolmenwood core books: the *Dolmenwood Player's Book*, the *Dolmenwood Campaign Book*, and the *Dolmenwood Monster Book*.

Part 1: Welcome to Dolmenwood

A quick introduction to the flavour, folk, and factions of Dolmenwood, along with a player's map of the Wood, showing commonly known locations of fact and folklore.

Part 2: Characters

An example playable Kindred—the goat-headed breggle—and two example Classes—the cleric and the enchanter.

The complete game features 6 Kindreds and 9 Classes, along with 300 names, 160 backgrounds, 300 trinkets, and 576 quirky characteristics. **Kindred-Class archetypes** are also provided, for players who prefer to simply play an elf, for example, rather than an elf thief or elf magician.

Part 3: Magic

The full rules for fairy and holy magic, along with a selection of fairy glamours and Rank 1 holy spells.

The complete game features 4 types of magic (arcane magic, fairy magic, holy magic, and mossling knacks), with a total of 168 spells and magical effects.

Part 4: Equipment, Services, and Animals

The complete selection of hounds and pipeleafs, along with the full rules for hiring and running retainers—NPCs that accompany players on their adventures into the unknown.

The complete game features 65 items of adventuring gear, 20 weapons, 6 types of armour, 6 types of horses, 8 vehicles, 8 types of dogs, lodgings of 3 quality levels, 40 tavern dishes, 30 beverages, 20 pipeleafs, 20 herbs and fungi, and a range of specialist services—all dripping with Dolmenwood flavour.

Book Title Acronyms

The following acronyms are sometimes used when referring to the Dolmenwood core books.

DPB: The *Dolmenwood Player's Book*.

DCB: The *Dolmenwood Campaign Book*.

DMB: The *Dolmenwood Monster Book*.

Part 5: Adventuring

Adventuring advice for players, along with the full rules for encumbrance and travel in the wilds.

The complete game features full rules and procedures for exploring the wilds, dungeons, and settlements, including rules for hazards and challenges, stealth, encounters, combat, foraging, hunting, and camping wild.

Part 6: Secrets of Dolmenwood

For referees' eyes only! An overview of one of the major factions in Dolmenwood—the breggle nobility, an excerpt from one of the 12 settlements, 4 example hex descriptions, Dolmenwood encounter tables, and a selection of magic weapons—including special powers and curses.

The complete game features the complete setting lore, refereeing advice, guidelines for adventure creation, an introductory dungeon adventure, 7 major factions, 12 settlements, over 280 NPCs, 200 hexes, over 200 magic items, and 260 rumours to drive adventure and hijinks.

Part 7: Monsters

For referees' eyes only! Four example monsters—the zealous gargoyle, the tricksome goblin, the terrifying root thing, and the eerie yickerwill.

The complete game features 87 fully detailed monsters, 47 normal and giant animals, 28 NPC stat blocks, 348 monster rumours, and 580 encounter seeds, along with guidelines for creating new monsters.



Dolmenwood Player's Book
192 pages approx.



Dolmenwood Campaign Book
464 pages approx.



Dolmenwood Monster Book
128 pages approx.

The Journey Begins

A wanderer's first steps into the perilous realm Dolmenwood.

Rife with intrigue, secrets, and magic, the beguiling realm of Dolmenwood draws travellers of adventurous spirit, daring them to venture within.

Explore the wild places of the Wood, travelling through bramble-choked dells, fungus-encrusted glades, and foetid marshes, bedding down among root and bracken amid the nocturnal babbling of strange beasts.

Unearth treasure hordes in forgotten ruins, haunted fairy manors, dripping caverns, crystal grottoes, unhallowed barrow mounds, and abandoned delvings.

Confront fell beasts, roving fungal monstrosities, terrible wyrms, tricksome fairies, and restless spirits of the long deceased.

Recover saintly relics and shrines lost in the befuddling tangle of the Wood, gaining the favour of the Church by returning them to civilisation.

Forage for weird fungi and herbs in the untrod depths of the woods, many with useful magical powers—and many that can be sold for profit.

Strike against Chaos, defending civilisation from the encroaching forces of the wicked, half-unicorn Nag-Lord who lurks in the corrupted northern woods.

Unravel secrets of deep magic, charting the obelisks, dolmens, and ley lines littered throughout Dolmenwood—but beware the sinister Drune cult that wards them.

Seek the counsel of witches and hags, masters of magic that can heal, hex, or divine the future.

Meddle in the affairs of the nobility, allying with a noble house in its intrigues and power plays in the courts of High-Hankle and Castle Brackenwold.

Journey along fairy roads, ancient magical paths bordering on the ageless realm of Fairy that allow travel throughout Dolmenwood—and perchance to realms beyond.

Return to the homely hearth to share tales of peril with quaint locals over a mug of ale and a well-stoked pipe.



Folk and Factions

Introducing the folk of Dolmenwood and the factions that vie for control.

SENTIENT FOLK

While humans dominate the settled reaches of Dolmenwood, they are not the only folk to call the place home.

Breggles

The High Wold region of south-western Dolmenwood has been ruled since ancient times by the goat-headed breggles. Breggles divide themselves into two castes, distinguished by the length of their horns—the aristocratic longhorns and the commoner shorthorns.

Mosslings

The dank, fungal-infested lowlands of Mulchgrove, in the eastern woods, are home to a shy and stunted folk called mosslings, part mortal flesh and part plant or fungus.

Fairies and Demi-Fey

Among the myriad peoples of Fairy, a number venture into Dolmenwood and mingle with mortal folk: elves, otherworldly and beautiful, the little cat-folk known as grimalkins, and bat-faced woodgrues are the most commonly encountered.

Other Sentient Beings

If one ventures off the beaten track in Dolmenwood, creatures of many other kinds may be encountered. Goblin tricksters peddle fairy fruits and other questionable wares; scrabies emerge from their network of tunnels, eager to trade; even a bird or animal may surprise travellers by greeting them from the wayside, spinning a riddle, or cursing their trespass.

FACTIONS AND POWERS

The Duchy of Brackenwold

Ruling from the supposedly impregnable Castle Brackenwold on the south-eastern verge of the forest, the Dukes of Brackenwold trace their line back to the earliest settlers in the region. All mortal folk within the Wood—from the humblest beggar to the highest lord—pay fealty to the duke and the whole forest is his property.

The Pluristine Church

The monotheistic Pluristine Church is dominant throughout Dolmenwood and beyond. While it holds much political clout, the Church is of late diminished in Dolmenwood. Many shrines and chapels that once saw regular worship have fallen into ruin and been reclaimed by the forest. Some within the Church seek to rediscover and re-sanctify these lost shrines.

The Cold Prince

Where now mortals reign, great fairy nobles once held court. The entirety of Dolmenwood was once the domain of a cruel elf lord known as the Cold Prince, lord of winter eternal, who ruled from the palace of Hoarblight Keep overlooking the great Lake Longmere. When humans began to settle the wild glades of Dolmenwood, a great war between fairy and mortal ensued. Mortals eventually prevailed and the Cold Prince was banished to his domain in Fairy. Fearful tales of his return to Dolmenwood and his icy wrath weave a common thread through the folklore of those who dwell within his erstwhile domain.

The Nag-Lord

A wicked, trickster figure of local folklore, said to keep unholy court in the twisted northern woods, where his armies of corrupted breggles and other creatures of Chaos lair. The Nag-Lord is portrayed in folktales as being part man, part unicorn, with nine legs (nine being regarded as an especially accursed number).

The Drune

A cabal of sorcerers who roam the Wood, cloaked in black. They claim the magical energies of Dolmenwood and are self-appointed masters of the standing stones. What gods they worship is a matter of conjecture, for they guard their secrets with their lives. In the eyes of the Church they are heathens to be eradicated, for it is said they deal in devil worship and human sacrifice. Kidnap by the Drune is among the greatest fears of the simple folk of Dolmenwood, who refer to the cult as “the Hooded Men”, fearing to speak the word “Drune”.

The Witches

Mortal women who worship ancient deities in the forbidden depths of Dolmenwood. Their aims are obscure, but it is known that they gather beneath the moon to work magic. In folklore, witches are variously portrayed as depraved practitioners of human sacrifice, lustful seductresses (for they are said to be eternally young), and ministers of potent cures and charms.

Ygraine the Sorceress

A reclusive figure said to be the most powerful magician in Dolmenwood, Ygraine dwells in the many-tiered Chateau Mauvesse, overlooking the black waters of the Dark Mirror. It is rumoured that her explorations of otherworldly realms have brought her into contact with the Cold Prince and that she now works her magic to release him from exile.



Upper hameth

Wisp Lake

Quaking Creek

Avernal Lake

Northern Scratch

Falls of Naon

Fort Vulgar

Nagwood

Court of the Nag-Lord

Valley of Wise Beasts

Groaning Loch

hoarblight Keep

Lake Longmere

Old Abbey

Kolstoke Keep

Redwraith Manor

hag's Addle

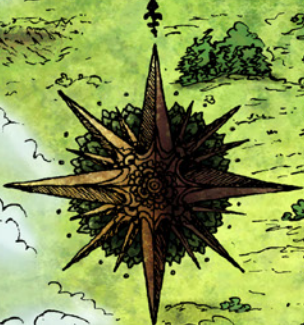
Castle Everdusk

Lankshorn

Nodding Castle

The high Wold

high-hankle



Low

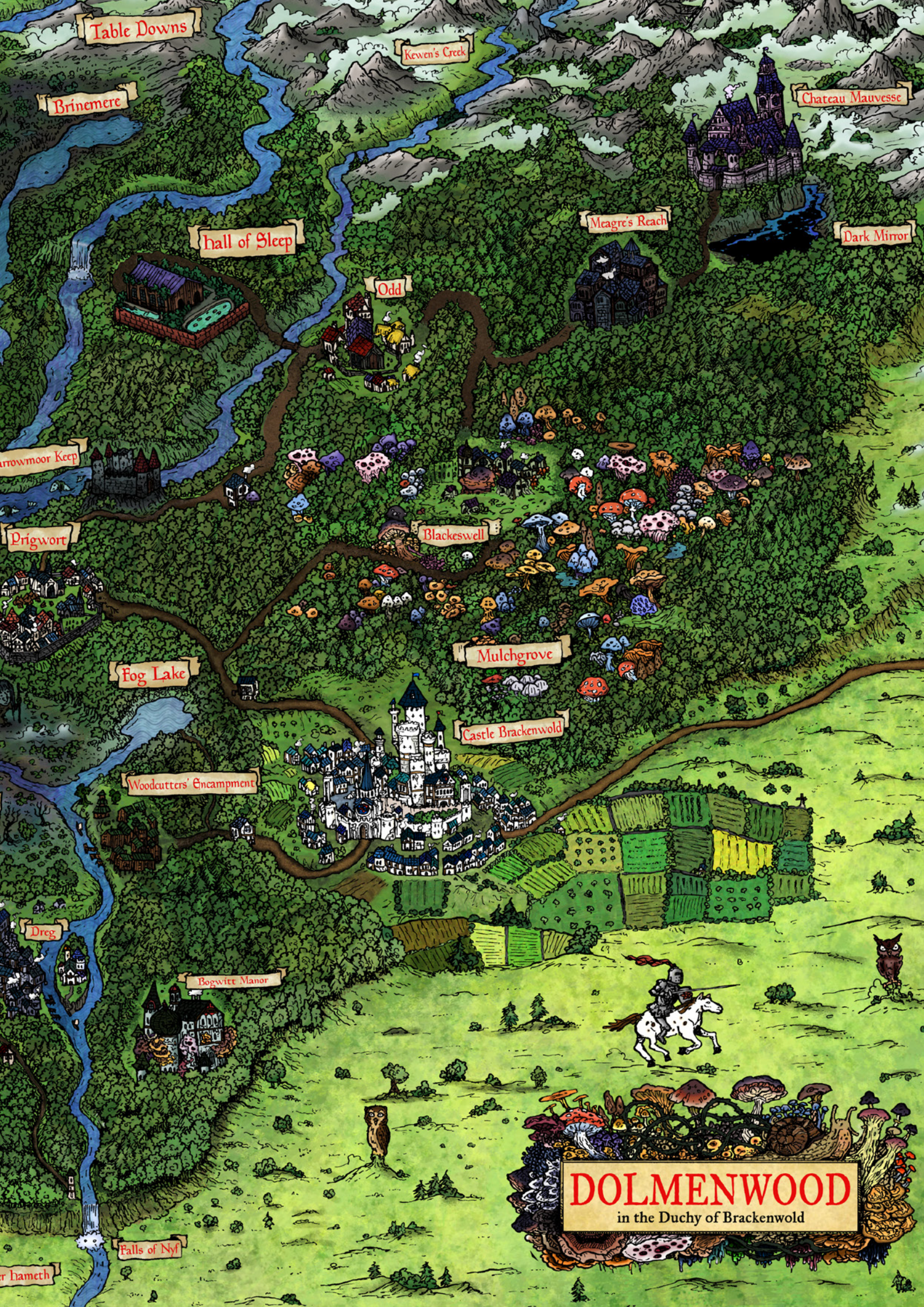


Table Downs

Kewen's Creek

Brinemere

Chateau Mauvesse

Hall of Sleep

Meagre's Reach

Dark Mirror

Odd

Arrowmoor Keep

Blackeswell

Prigwort

Mulchgrove

Fog Lake

Castle Brackenwold

Woodcutters' Encampment

Dreg

Bogwitt Manor

DOLMENWOOD

in the Duchy of Brackenwold

Falls of Nyl

Hameth



The
Wrinkled
MEDLAR

Part Two

Characters

Adventurers are defined by a Kindred, a Class, and a set of statistics, some randomly determined and others chosen.

Six Kindreds—breggles, elves, grimalkins, humans, mosslings, and woodgrues—are described in detail, along with a set of tables for generating fun, quirky characteristics of individuals of each Kindred.

Nine Classes of adventurer are presented, representing common character archetypes within Dolmenwood: ardent clerics, wilful enchanters, dashing fighters, jolly friars, stealthy hunters, haughty knights, enigmatic magicians, charming minstrels, and wily thieves.

Character Statistics

The basic game statistics that describe an adventurer.

Player Characters are described by a set of statistics defining their abilities, strengths, and weaknesses in the game world.

ABILITY SCORES

A character's basic physical and mental strengths and weaknesses. There are 6 Ability Scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See *Ability Scores, p26*. A character is rated in each Ability Score by a number between 3–18, with 3 being the worst score possible and 18 the best.

KINDRED

A character may be human or one of a number of types of fantastic intelligent creatures that live in Dolmenwood. Each Kindred has a number of special abilities, from fairy magic to combat talents. The Kindreds players may choose from are: breggle, elf, grimalkin, human, mossling, woodgrue. See *Part Three: Kindreds, p32*.

Size: A character's Kindred determines their size: either human-sized (Medium) or smaller than human-sized (Small).

Creature type: A character's Kindred also determines the type of creature they are classified as: demi-fey, human, humanoid, or fairy.

CLASS

A character's role or profession as an adventurer. A character's Class defines their main abilities. The Classes players may choose from are: cleric, enchanter, fighter, friar, hunter, knight, magician, minstrel, thief. See *Part Four: Classes, p60*.

LEVEL

A character's experience as an adventurer is denoted by their Level. Characters typically start play at Level 1 (the lowest Level of adventurer) and can increase in Level through successful adventuring. As a character goes up in Level, they gain more powerful abilities, as defined by their Class. This book contains rules for characters of up to Level 15.

EXPERIENCE POINTS (XP)

A character's advancement in the game is tracked by the accumulation of experience points. Experience Points are awarded by the referee after a successful adventure. When a character has accumulated a certain number of Experience Points, their Level increases. Each Class specifies the number of Experience Points required to achieve each Level.

PRIME ABILITIES

The Ability Score (or Ability Scores) that are the most important to a character's Class. A character with high scores in their Prime Abilities may gain a bonus to earned Experience Points. Conversely, a character with a low score in a Prime Ability may suffer a penalty to earned Experience Points. See *Prime Abilities, p26*.

HIT POINTS (HP)

A character's ability to avoid dying. A character has a maximum Hit Point total and a current Hit Point total, which are tracked separately.

Rolling Hit Points: A character's Hit Points are rolled with a die type determined by their Class (for example, fighters roll 1d8 and magicians roll 1d4). When play begins, current Hit Points and maximum Hit Points have the same value.

Damage: When a character is harmed, their current Hit Point total is reduced. If this number reaches 0, the character dies. See *Damage Rolls, p147*.

Healing: Rest or healing can restore lost Hit Points up to the character's maximum Hit Points. See *Rest and Healing, p162*.

Gaining Levels: When a character gains a Level, a die is rolled and the result added to their maximum Hit Points. The type of die rolled is determined by the character's Class. As Hit Points increase, characters are able to better face adversity and more dangerous foes.

ARMOUR CLASS (AC)

A character's ability to avoid damage in combat. Armour Class is determined by the character's armour and their Dexterity score.

Default Armour Class: An unarmoured character with average Dexterity has Armour Class 10.

COMBAT ABILITY

A character's ability in combat is classified as martial, semi-martial, or non-martial, determined by their Class. For example, fighter is a martial Class and magician a non-martial Class. Combat ability determines how quickly a character's Attack and Save Targets advance.

ATTACK

A character's ability to hit foes in combat, determined by their Class and Level. A character's Attack is a bonus added to Attack Rolls. See *Attack Rolls*, p147.

Gaining Levels: As characters advance in Levels, their Attack gets higher, increasing their chance of hitting opponents in combat.

SAVE TARGETS

A character's ability to avoid certain dangerous or detrimental effects, determined by their Class and Level. Save Targets are the numbers rolled against when making a Saving Throw. There are five Saving Throw categories, each representing a common type of effect: Doom, Ray, Hold, Blast, Spell. See *Saving Throws*, p147.

Gaining Levels: As characters advance in Levels, their Save Targets get lower, improving their chance of avoiding detrimental effects.

SPEED

The speed at which a character can move when exploring, travelling, or during combat. See *Time and Movement*, p148.

Default Speed: The default Speed for characters is 40. This may be adjusted by the amount of gear and treasure a character is carrying. See *Encumbrance*, p150.

SKILLS

Skills represent specific competencies useful in adventuring. As professional adventurers, all characters have basic competence with certain common activities—listening, searching, and wilderness survival. Some Classes grant the use of additional, specialised skills. See *Skill Checks*, p146.

ALIGNMENT

Characters (and all other creatures) are classified as Lawful, Neutral, or Chaotic. Alignment determines how certain magic influences a character and should be used by the player as a guideline for role-playing. See *Alignment*, p28.

KINDRED AND CLASS TRAITS

Finally, a character's Kindred and Class list a set of special abilities and restrictions, including the ability to speak one or more native languages.

Monster Statistics

While this book does not contain a full bestiary, game statistics for a small number of monsters and animals are present (e.g. for mounts which can be purchased or creatures that can be summoned by magic). Monsters, animals, and NPCs are described with a simplified set of statistics, only listing the main stats required for combat. Most monster statistics are the same as those used for characters, but the following points are worth noting.

Size: Human-sized (Medium), smaller than human-sized (Small), or larger than human-sized (Large).

Type: Animal, bug, construct, demi-fey, dragon, fairy, fungus, human, humanoid, monstrosity, ooze, plant, or undead.

Intelligence: Mindless, animal-intelligence, semi-intelligent, low intelligence, sentient, or genius.

HP: The dice rolled to determine a monster's Hit Points, with the average value noted in parentheses.

Saves: The monster's Save Targets, listed using the following initials: D(oom), R(ay), H(old), B(last), S(pell).

Att: The attacks the monster can make each Round, with the Attack bonus and damage in parentheses.

XP: The XP award for defeating the monster.

Example: Prigwort Prancer

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16
Att 2 hooves (+1, 1d4) **Speed** 80 **Morale** 7 **XP** 20



Breggle

Goat-headed folk whose horn length indicates their social standing.

Kindred Type	Mortal
Level 1 PC Age	15 + 2d10 years
Lifespan	50 + 2d20 years
Height	5'4" + 2d6" (Medium)
Weight	120 + 6d10 lbs
Native Languages	Woldish, Gaffe, Caprice

The proud and stubborn breggles—sometimes called goatfolk (or *hregl*, in their own tongues)—have inhabited the High Wold since antiquity. Once the sole masters of that fertile region of hills, meadows, and tangled woods, the ancient breggle noble houses now rule alongside humans, swearing fealty to the Dukes of Brackenwold. Breggles live much as humans do, dwelling in hamlets, farmsteads, and castles. In the larger towns of the High Wold, breggles live side by side with humans.

Shorthorns and Longhorns

Breggles divide themselves into two castes, differentiated by horn length: *shorthorns* (the working class) and *longhorns* (the noble class). Despite this division, shorthorns and longhorns are in fact the same species. The horns of a shorthorn who earns wealth and renown will grow, eventually reaching longhorn proportions (4" or more). True acceptance in the ruling class is, however, another matter.

Half-Breggles

Humans and breggles occasionally marry, but offspring are rare and are plagued with genetic abnormalities.

Crookhorns

Among the armies of the wicked Nag-Lord are a multitude of corrupted breggles known as *crookhorns*, twisted in mind and body by the evil magic of their master. The breggles of the High Wold regard crookhorns as wretched abominations, to be eradicated at any opportunity.

Religion and Ancestor Worship

As subjects of the duke, breggles are nominally members of the Pluristine Church. True devotion is, however, rare among breggles, who prefer to offer up prayers to esteemed ancestors from their long history.

Half-Breggle Player Characters

The rare half-breggles that survive to adulthood tend to strongly take after one of their parents. Players wishing to create a character of half-breggle parentage should treat the character as either human or breggle.

KINDRED RELATIONS

Breggles are on friendly terms with humans, but are suspicious of fairies, knowing them from folklore as wily and untrustworthy.

Within the High Wold, breggles are a commonplace sight in towns and villages, many living alongside humans. Further afield, they are treated with respect and caution, as the power of the goat-lords is known and feared.

NAMES

A small number of breggle surnames are shared by humans native to the High Wold, the two Kindreds having lived side by side for many centuries.

Naming a character: Either choose a first name and surname from the table below, roll 1d20 for each, or invent something in a similar vein.

BREGGLE NAMES

d20	Male	Female	Surname
1	Addle	Berrild	Blathergripe
2	Aele	Clover	Bluegouge
3	Blocke	Crewwin	Bockburrough
4	Braembel	Draed	Bockstump
5	Broob	Ellip	Elbowgen
6	Crump	Fannigrew	Forlocke
7	Curlip	Frاندورup	Hwodlow
8	Eleye	Grendilore	Lankshorn
9	Grennigore	Grewigg	Lockehorn
10	Gripe	Gwendl	Longbeard
11	Hrannick	Hildrup	Longshanks
12	Lope	Hraigl	Shankwold
13	Mashker	Hwendl	Smallbuck
14	Shadgore	Hwoldrup	Snicklebock
15	Shadwell	Lindor	Snidebleat
16	Shadwicke	Maybel	Snoode
17	Shank	Merrild	Underbleat
18	Snerd	Myrkle	Underbuck
19	Snerg	Nannigrew	Wolder
20	Windor	Pettigrew	Woldleap

EXTRA DETAILS

The tables on the following pages may optionally be used to add extra details to a breggle Player Character. Players may roll on as many of these tables as desired, or may use them as inspiration for character details of their own creation.

CHOOSING A CLASS

Favoured Class: Knight.

Other Classes: Breggle adventurers are also commonly fighters or magicians. They are only occasionally accepted into the ranks of the Church as clerics or friars.

GAZE

Upon attaining longhorn status (from Level 4), a breggle character can use their gaze to charm humans and shorthorns into obeisance.

Activating: The longhorn must gaze intently at an individual human or shorthorn.

Effect: If the target fails a **Save Versus Spell**, they are charmed to view the longhorn character with awe and respect. While charmed, the target is unable to harm the longhorn, either directly or indirectly.

Duration: Until next sunrise.

Resisting: The holy spell *Protection from Evil* counters a longhorn's gaze.

Usage frequency: See the *Breggle Advancement* table. In any case, a longhorn may use their gaze at most once per day per target.



HORNS

A breggle character can make a melee attack with their horns, instead of attacking with a weapon. The damage inflicted increases with Level, as indicated in the *Breggle Advancement* table.

Horn Length and Social Standing

A breggle character begins play as a commoner of the shorthorn caste aspiring to improve their lot in life. As they advance in Level, gaining experience, wealth, and renown, their horns grow (see the *Breggle Advancement* table).

Longhorn Status

Upon reaching Level 4, a breggle character's horns have grown to the point that the character is recognised as a longhorn.

BREGGLE ADVANCEMENT

Horns			
Level	Length	Damage	Gaze
1	1"	1d2	–
2	2"	1d3	–
3	3"	1d3	–
4	4"	1d3	1 / day
5	6"	1d4	1 / day
6	8"	1d4	2 / day
7	10"	1d4	2 / day
8	12"	1d6	3 / day
9	14"	1d6	3 / day
10+	16"	1d6	4 / day



BREGGLE BACKGROUNDS

d20	Background	d20	Background
1	Alchemist's assistant	11	Onion farmer
2	Angler	12	Page
3	Beekeeper	13	Pig farmer
4	Blacksmith	14	Servant
5	Brewer	15	Smuggler
6	Chandler	16	Sorcerer's assistant
7	Devil goat handler	17	Standard-bearer
8	Gambler	18	Thatcher
9	Grave digger	19	Turnip farmer
10	Merchant	20	Vagrant

BREGGLE TRINKETS

d100 Trinket

- 01–02** A mossling pipe that blows rainbow-coloured smoke rings.
- 03–04** A clump of writhing, black moss that you scraped off a looming monolith one lonely night.
- 05–06** A stuffed vole dressed in a charming waistcoat.
- 07–08** A brass owl statue with eerie black eyes.
- 09–10** A sheet of parchment with a charcoal sketch of your long lost love.
- 11–12** A tiny book of nonsense poetry, bound in purple leather.
- 13–14** A folio of pressed sprite-wings.
- 15–16** A locket with a portrait of a fluffy cat wearing a crown with the inscription "For the love of King Pusskin".
- 17–18** A diorama of two stuffed mice riding stuffed squirrels, jousting.
- 19–20** A short length of silver cord and a delicate hook, said to be able to catch fairy fish in puddles.
- 21–22** Your grandmother's creepy glass eye. You sometimes feel her presence watching you.
- 23–24** A bloodstained jester's hat.
- 25–26** A sack of tasty fried chicken legs.
- 27–28** An empty notebook. Anything written in it disappears at sunrise.
- 29–30** A long-nosed masquerade mask.
- 31–32** A necklace of miscellaneous humanoid teeth.
- 33–34** A curious mossling wind instrument carved out of a gourd. You can't figure out which hole to blow in.
- 35–36** A moleskin wristband, anointed with exotic fairy perfume.
- 37–38** A thigh-bone flute.
- 39–40** A well-loved walking stick with a goat's head handle.
- 41–42** Black stone dice with white skulls for pips.
- 43–44** A circular ceramic amulet which displays the current moon phase.
- 45–56** The horn of an ancestor, hung from a necklace.
- 47–48** A pouch which feels heavy (as if full of pebbles) even when empty.
- 49–50** A clay pot labelled "Frog Paste", containing what appears to be frog paste.
- 51–52** A gnarled root shaped like a mossling.

d100 Trinket

- 53–54** A collection of papers with scrawled notes detailing your life story. The odd thing is that you found these notes on the corpse of a stranger, drowned in a ditch.
- 55–56** A bloody knife that cannot be cleaned.
- 57–58** The board pieces for fairy chess. You have no idea what the rules are (or even if it's a real game).
- 59–60** The cured skin of a whole deer.
- 61–62** The key to the prison cell you escaped from.
- 63–64** A blue velvet jacket with a hidden pocket which moves when you're not looking. Every time you want to retrieve something from the pocket, it takes a minute of searching to find it.
- 65–66** A tin whistle whose tones drive cats wild.
- 67–68** A dried mushroom with a face.
- 69–70** A wooden holy symbol of the Pluristine Church studded with nails.
- 71–72** A petrified turnip.
- 73–74** Expensive-looking but fake jewellery, designed for breggle horns.
- 75–76** A shovel stained with the dirt of a thousand graves.
- 77–78** A scale said to be from a breggle with a fishtail instead of legs.
- 79–80** A bag of divination stones that always answer "Panic" to any question.
- 81–82** String from the bow of a legendary hunter.
- 83–84** A tiny painting of a four-horned goat.
- 85–86** A bottle of noxious perfume. When sprayed, it can be smelt up to half a mile away.
- 87–88** A broken fishing rod that still displays teeth marks from an enormous fish.
- 89–90** A letter warning that several unnamed but high-ranked longhorns are secretly crookhorns in disguise.
- 91–92** A pig heart that oozes ichor when squeezed.
- 93–94** A rusty scalpel that once belonged to Lord Malbleat.
- 95–96** An ornate pie pan, pilfered from a noble's kitchen.
- 97–98** A book of poetry that consists primarily of bleating.
- 99–00** A scroll containing a prophetic warning from an esteemed ancestor. Age has made it almost indecipherable.

HEAD**d12 Head**

- 1 Dented helm with coat of arms
- 2 Ears pierced with nails or rings
- 3 Long, curly locks
- 4 Long, floppy ears
- 5 Narrow, pointed ears
- 6 One bent horn, one straight
- 7 One horn broken off
- 8 Silver stripe in hair
- 9 Slick, oiled hair
- 10 Spiky ginger hair
- 11 Thin neck, hefty head
- 12 Third nub horn on forehead

FACE**d12 Face**

- 1 Black eyes, silver pupils
- 2 Buck teeth
- 3 Bushy brows
- 4 Golden eyes
- 5 Lank forelock droops over eyes
- 6 Long, wispy chin-beard
- 7 Milky white eyes, blue flecks
- 8 Missing teeth
- 9 Prominent scar
- 10 Shaggy chin-beard
- 11 Small eyes, close set
- 12 Wide, drooling mouth

FUR**d12 Fur**

- 1 Black, flecked with silver
- 2 Black, glossy
- 3 Ginger, curly
- 4 Ginger, rough
- 5 Grey, greasy
- 6 Grey, lustrous
- 7 Russet, spiky
- 8 Russet, wavy
- 9 Tan, coarse
- 10 Tan, shaggy
- 11 White, dirty
- 12 White, fluffy

SPEECH**d12 Speech**

- 1 Cackling
- 2 Circuitous
- 3 Coarse
- 4 Gurgling
- 5 High-pitched
- 6 Lackadaisical
- 7 Mumbling
- 8 Rumbling
- 9 Staccato
- 10 Throaty
- 11 Warbling
- 12 Whining

DEMEANOUR**d12 Demeanour**

- 1 Ale-addled
- 2 Cool-headed pragmatist
- 3 Cultivated aristocratic air
- 4 Dour, pessimistic
- 5 Earnest, loyal
- 6 Endlessly scheming
- 7 Flighty, mercurial
- 8 Jocular with violent outbursts
- 9 Mellow, unflappable
- 10 Single-minded, stubborn
- 11 Wild hedonist
- 12 Wryly philosophical

DRESS**d12 Dress**

- 1 Doublet and frilly shirt
- 2 Greasy woollens
- 3 Grimy apron
- 4 Huge, hairy overcoat
- 5 Long skirts and cloak
- 6 Patched leather, many pockets
- 7 Rabbit and squirrel fur
- 8 Servant's livery
- 9 Thigh boots and waistcoat
- 10 Thong and dashing cape
- 11 Tweed and deerstalker
- 12 Wide, armless frock

DESIRES**d12 Desires**

- 1 Eradicate the Drune
- 2 Escape justice for past crime
- 3 Found a crime syndicate
- 4 Free the common folk
- 5 Imprison all crookhorns
- 6 Marry into nobility
- 7 Outrageous wealth and luxury
- 8 Popularise turnip ale
- 9 Recover ancient breggle lore
- 10 Restore High Wold to Ramius
- 11 Swindle Lord Murkin's wealth
- 12 Travel and discovery

BELIEFS**d12 Beliefs**

- 1 Ancestors demand sacrifices
- 2 Breggles made standing stones
- 3 Breggles originate in Fairy
- 4 Church hides breggle saints
- 5 Daily garlic wards fairy hexes
- 6 Descendant of a mighty wizard
- 7 Duke is thrall of the Drune
- 8 Fairy is purely mythical
- 9 Malbleat serves the Nag-Lord
- 10 Malbleat will rule High Wold
- 11 Nag-Lord is breggle messiah
- 12 The end is nigh



Cleric

Holy warriors in the service of the Pluristine Church.

Prime Abilities	Wisdom
Hit Points	1d6 per Level, +1 after Level 10
Combat Ability	Semi-martial
Armour	Any, including shields
Weapons	Any

Clerics are members of an order of holy warriors sworn to the service of the Pluristine Church. They are organised in a strict religious hierarchy, under the command of higher-ranking Church officials. Player Character clerics are typically granted a writ of self-determination, allowing them to roam freely and carry out the will of God as they see fit.

Restrictions

Alignment: As servants of the Church, clerics must be Lawful or Neutral. A cleric who becomes Chaotic falls from grace (see *Falling from Grace*).

Kindred: Conventionally, only humans and occasionally breggles and mosslings are trained as clerics.

Magic armaments: Clerics are forbidden to use magic weapons, armour, and shields of arcane or fairy origin. They may only use holy magic armaments.

Starting Equipment

Armour (roll 1d6): 1. Leather. 2. Leather + shield. 3. Chainmail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Dagger. 2. Long sword. 3. Mace. 4. Short bow + 20 arrows. 5. Short sword. 6. Warhammer.

Class items: Wooden holy symbol.



Cleric Tenets

Evangelism: Non-believers are to be brought into the fold and converted.

Hierarchy: The hierarchy of the Church is to be upheld. Those of lesser rank must obey their superiors.

Monotheism: Only One True God exists. Other religions worship personifications of divine aspects of God or the host of saints.

Sanctity of life: Human life is sacred. Clerics must protect the innocent with all means available.

DETECT HOLY MAGIC ITEMS

A cleric can identify holy magic items by touch. Identifying an item takes 1 Turn.

HOLY MAGIC

See *Holy Magic, p104* for full details on holy magic, including spell memorisation and the list of spells that clerics can cast.

Holy symbol: A cleric must carry a holy symbol (see *p120*).

Falling from grace: Clerics must be faithful to the tenets of their order (see *Cleric Tenets*). A cleric who falls from grace loses the ability to pray for spells. The referee may allow the character to perform a quest of atonement in order to regain favour.

Spell casting: Once a cleric has proven their faith (from Level 2), the character may pray to the host of saints to receive divine aid in the form of holy spells. The *Cleric Spells Per Day* table shows the number of spells a cleric may memorise, determined by the character's Level. For example, a Level 3 cleric may memorise at most two Rank 1 spells each day.

Using magic items: Clerics can use magic items that may only be used by holy spell-casters (for example, magic scrolls of holy spells).

CLERIC SPELLS PER DAY

Level	Spell Rank				
	1	2	3	4	5
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	–	–	–
6	2	2	1	–	–
7	3	2	2	–	–
8	3	2	2	–	–
9	3	3	2	1	–
10	3	3	2	2	–
11	4	3	3	2	–
12	4	3	3	2	1
13	4	4	3	2	2
14	4	4	3	3	2
15	5	4	4	3	2

CLERIC ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	11	12	13	16	14
2	1,500	+1d6	+0	11	12	13	16	14
3	3,000	+1d6	+1	10	11	12	15	13
4	6,000	+1d6	+1	10	11	12	15	13
5	12,000	+1d6	+2	9	10	11	14	12
6	24,000	+1d6	+2	9	10	11	14	12
7	48,000	+1d6	+3	8	9	10	13	11
8	96,000	+1d6	+3	8	9	10	13	11
9	190,000	+1d6	+4	7	8	9	12	10
10	290,000	+1d6	+4	7	8	9	12	10
11	390,000	+1	+5	6	7	8	11	9
12	490,000	+1	+5	6	7	8	11	9
13	590,000	+1	+6	5	6	7	10	8
14	690,000	+1	+6	5	6	7	10	8
15	790,000	+1	+7	4	5	6	9	7

HOLY ORDER

Upon reaching Level 2, a cleric is initiated into one of the following holy orders, selected by the player.

The Order of St Faxis

The order of witch-hunters and inquisitors. Clerics of St Faxis follow an edict to root out and bring to justice unsanctioned practitioners of the occult.

Arcane antipathy: A cleric of St Faxis gains a +2 bonus to Saving Throws against arcane magic. Arcane spell-casters suffer a -2 penalty to Saving Throws against spells cast by a cleric of St Faxis.

The Order of St Sedge

The order of crusaders; clerics who make holy war in lands where the law of the Church is contested.

Laying on hands: A cleric of St Sedge can heal by laying their hands on wounded characters. Each day, the cleric can heal a total of up to 1 Hit Point per Level.

The Order of St Signis

The order of Lichwards; clerics who watch over the dead and hunt those which—in defiance of God—rise again.

Undead slayer: A cleric of St Signis gains a +1 Attack bonus against undead monsters. Their attacks can also harm undead monsters that can normally only be harmed by magical or silver weapons, even when not wielding a weapon of the appropriate type.

LANGUAGES

In addition to their native languages, clerics speak Liturgic, the language of Church scripture.

TURNING THE UNDEAD

A cleric may attempt to drive off undead monsters by presenting their holy symbol and invoking the might of the One True God.

Range: The undead must be within 30'. Concealed undead (e.g. behind doors or in coffers) are unaffected.

Turning roll: When a cleric attempts to turn the undead, roll 2d6 to determine the result (modifiers listed below):

- ▶ **4 or lower:** The undead are unaffected.
- ▶ **5–6:** 2d4 undead are stunned for 1 Round, unable to act.
- ▶ **7–12:** 2d4 undead flee from the cleric for 1 Turn.
- ▶ **13 or higher:** 2d4 undead are permanently destroyed.

Lower Level undead: If the undead are lower Level than the cleric, the turning roll is modified by +2 per Level difference (maximum +6). For example, a Level 5 cleric turning Level 3 undead would gain a +4 bonus.

Higher Level undead: If the undead are higher Level than the cleric, the turning roll is modified by -2 per Level difference (maximum -6). For example, a Level 3 cleric turning Level 6 undead would suffer a -6 penalty.

Mixed groups: In encounters with multiple types of undead, those of lowest Level are affected first. On a successful turning roll, the cleric may optionally make another roll in the following Round, affecting the next lowest Level type of undead present. This process may be repeated until all types of undead have been affected or a turning roll fails.

Usage frequency: One attempt per Turn.

Enchanter

Wanderers who wield the magic of Fairy, currying favour with fairy nobles.

Prime Abilities	Charisma and Intelligence
Hit Points	1d6 per Level, +1 after Level 10
Combat Ability	Semi-martial
Armour	Light and Medium, no shields
Weapons	Small and Medium

Individuals whose contact with Fairy has imbued them with innate magic known as *glamours*. Enchanters are also blessed with the use of the *fairy runes*, guarded by the lords of the Undying Realm, though such gifts are not always without cost.

Restrictions

Kindred: Typically only fairies and demi-fey (elves, grimalkins, and woodgrues) may become enchanters. Occasionally a mortal with a strong connection to Fairy may also become an enchanter—for example, a person with mixed fairy ancestry, an individual kidnapped by fairies in childhood, or someone who wandered lost in Fairy for many years.

Starting Equipment

Armour (roll 1d6): 1–2. None. 3–4. Leather armour. 5–6. Chainmail.

Weapons (roll 1d6 twice): 1. Club. 2. Dagger. 3. Long sword. 4. Short bow + 20 arrows. 5. Spear. 6. Staff.

ENCHANTER SKILLS

Enchanters gain one additional, specialised skill that cannot be attempted by characters of other Classes. The *Enchanter Skills* table lists the character's chance of success as they advance in level.

Detect Magic

An enchanter can attempt to detect the subtle resonances that are woven into an enchanted object, place, or creature. If the attempt succeeds, the enchanter knows if the object, place, or creature being focussed on is magical—i.e. enchanted, affected by a spell, or possessed of innate magic of some kind.

Requirements: The enchanter must touch the object, place, or creature to be analysed and must be able to concentrate without distraction.

Time: Each attempt to detect magic requires 1 Turn.

Retrying: The enchanter may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Downtime: Given an hour of solitude in a safe location, an enchanter can automatically detect magic on an object, place, or creature.



ENCHANTER SKILLS

Level	Detect Magic
1	2-in-6
2	2-in-6
3	2-in-6
4	2-in-6
5	3-in-6
6	3-in-6
7	4-in-6
8	4-in-6
9	5-in-6
10+	5-in-6

ENCHANTER ADVANCEMENT

Level	XP	Hit Points	Attack	Glamours	Save Targets				
					Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	1	11	12	13	16	14
2	1,750	+1d6	+0	2	11	12	13	16	14
3	3,500	+1d6	+1	3	11	12	13	16	14
4	7,000	+1d6	+1	3	10	11	12	15	13
5	14,000	+1d6	+2	4	10	11	12	15	13
6	28,000	+1d6	+2	5	10	11	12	15	13
7	56,000	+1d6	+3	6	9	10	11	14	12
8	112,000	+1d6	+3	6	9	10	11	14	12
9	220,000	+1d6	+4	7	9	10	11	14	12
10	340,000	+1d6	+4	7	8	9	10	13	11
11	460,000	+1	+5	8	6	7	8	11	9
12	580,000	+1	+5	8	6	7	8	11	9
13	700,000	+1	+6	9	5	6	7	10	8
14	820,000	+1	+6	9	5	6	7	10	8
15	940,000	+1	+7	10	4	5	6	9	7

FAIRY RUNES

Enchanters are granted the use *fairy runes*—the secret, magical sigils guarded by the rulers of Fairy. See *Fairy Magic, p96* for details on the fairy runes.

At Level 1: An enchanter knows one randomly selected rune of lesser magnitude.

Subsequent Levels: Upon gaining a Level, there is a chance that an enchanter's great deeds will attract the favour of a fairy noble who will grant the character use of a new rune. See *Learning Runes, p96*.

GLAMOURS

Enchanters possess minor magical abilities known as *glamours* (see *p98*). The number of glamours known is determined by the character's level as shown in the *Enchanter Advancement* table. Known glamours are determined randomly.

Kindred glamours: Some Kindreds (e.g. elf, grimalkin) gain glamours as a result of their ancestry. Such glamours are *in addition* to glamours gained by this Class. For example, a Level 1 human enchanter knows 1 glamour, whereas a Level 1 elf enchanter knows 2 glamours—one from their Kindred and one from their Class.

MAGIC ITEMS

Enchanters have a natural affinity for the arcane and are able to use magic items that may only be used by arcane spell-casters (for example, magic scrolls of arcane spells).

RESISTANCE TO DIVINE AID

The saints of the Pluritine Church are loath to aid those allied with the godless realm of Fairy. If an enchanter is the subject of a beneficial holy spell, there is a 2-in-6 chance of it having no effect.





Part Three

Magic





Many creatures in Dolmenwood—mortal, monstrous, and fey—wield magic of one kind or another. Among the common folk of the Wood, all magic is considered fearsome and capricious. For fairies, on the other hand, with enchantment woven into their very being, using magic is as natural as breathing, speaking, or singing.

This section discusses the kinds of magic that Player Characters may be able to use, from the humble knacks of mosslings to the mighty workings of magicians.

Fairy Magic

Magic originating in the Ageless Realm, where all is woven with enchantment.

Fairy magic takes two forms—the *glamours* innate to folk touched by the magic of Fairy and the *runes* guarded by the fearsome fairy nobles.

Mortals and fairy magic: Some glamours and runes only affect creatures classified as “mortals”. See *Mortals and Magical Effects*, p32.

GLAMOURS

Glamours are innately possessed by natives of Fairy and by other folk touched by the magic that weaves through that realm. Though mortals regard glamours as magic, for fairies they are as natural as breathing, speaking, or singing.

Learning Glamours

The number of glamours known by a character is determined by their Kindred, Class, and Level.

Using Glamours

Glamours may be activated by thought alone, without the need for gesture or incantation.

Glamour usage frequency: Unless noted otherwise in a glamour’s description, a character may use the glamours they know any number of times per day.

In combat: Using a glamour counts as the character’s action in a Round. Unless noted otherwise in a glamour’s description, the character may move in the same Round. Using a glamour is not treated as casting a spell, and glamours cannot be disrupted (see *Combat*, p168).

RUNES

The fairy runes are among the deepest magical secrets of fairy-kind. Discovered by mighty elf sorcerers in aeons long past, the runes tap into the magical fundament of Fairy itself. Their usage is thus governed by ancient and immutable laws of Fairy. The runes are guarded by fairy nobles, who at times may bestow their use upon individuals of lesser rank.

Intangibility: Runes are intangible; they are not physical objects and thus cannot be stolen, lost, or given to another.

Magnitude: Runes are divided into three levels of magnitude: lesser runes, greater runes, and mighty runes.

Learning Runes

The acquisition of runes is governed by the mercurial whims of the fairy nobles. Whenever a character (due to their Class) has the chance of acquiring a new rune, the player must roll 2d6 and consult the *Rune Granted* table.

Modifiers: Characters of Level 3–5 gain a +1 bonus to the 2d6 roll, characters of Level 6–9 gain a +2 bonus, and characters of Level 10 or above gain a +3 bonus.

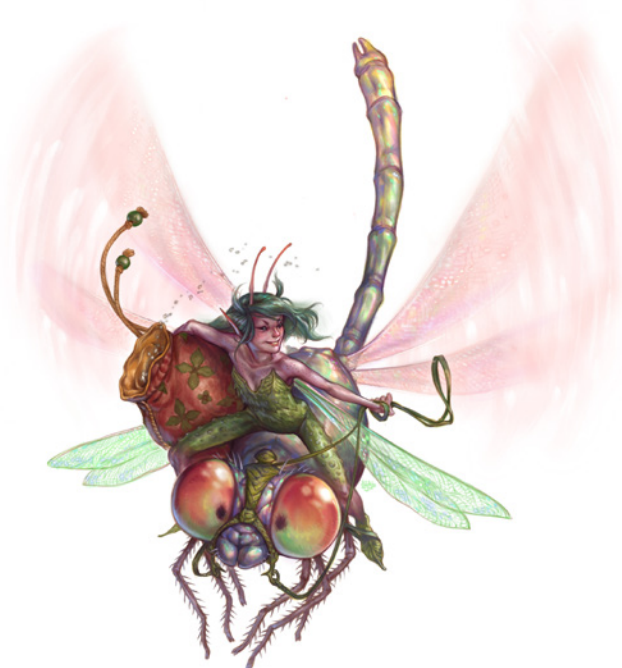
Granted runes: New runes are typically granted by means of a dream or vision in which the character visits the noble’s court.

Duplicates: If a rune is granted which the character already knows, the number of times it may be used is doubled.

Quest: At the referee’s option, the fairy noble may require the character to perform some deed or quest in return for the granting of the rune.

RUNE GRANTED

2d6	Rune Granted
2 or less	Fickle displeasure—no rune
3–7	1 lesser rune (randomly selected)
8–11	1 greater rune (randomly selected)
12 or more	1 mighty rune (randomly selected)



Using Runes

Runes may be activated by thought alone, without the need for gesture or incantation.

Rune usage frequency: The magical laws governing the fairy runes place strict limits on the number of times a rune may be used by the one on whom it is bestowed. This depends on the magnitude of the rune (lesser, greater, or mighty) and the current Level of the character (i.e. not the character's Level when the rune was granted). See the *Rune Usage Frequency* table.

In combat: Activating a rune takes 1 Round of concentration. The character may not move in the same Round as using a rune. Using a rune is treated as casting a spell, and if the character is harmed before their initiative, the rune is disrupted (see *Combat*, p168).

Quests in Fairy (Optional Rule)

If the referee wishes, a character may be required to journey to a noble's court in Fairy to receive a new rune, rather than receiving it in a dream or vision. This journey may be briefly narrated as a downtime event between adventures or may be played out as a full adventure, depending on the preferences of the group.

Entering Fairy: The character may use any means of entering Fairy that they have discovered through the course of their adventures. Alternatively, they may receive a special invitation from a fairy noble, allowing entrance to Fairy for a short period via a special portal.

Passing of time: While the character journeys in Fairy, 2d20 days pass in the mortal world.

RUNE USAGE FREQUENCY

Caster's Current Level

Type	1-4	5-9	10+
Lesser	Once per day	Twice per day	Thrice per day
Greater	Once per Level	Once per week	Once per day
Mighty	Once ever	Once ever	Once per year

Once per Level: Once this rune is cast, the character may not cast it again until they have gained a Level.

Once ever: Once this rune is cast, the character may never cast it again, unless it is once more granted to them by a fairy noble.



GLAMOURS

#	Glamour	#	Glamour	#	Glamour
1	Awe	8	Fairy Dust	15	Seeming
2	Beguilement	9	Flame Charm	16	Silver Tongue
3	Breath of the Wind	10	Fool's Gold	17	Subtle Sight
4	Cloak of Darkness	11	Forgetting	18	Through the Keyhole
5	Conjure Treats	12	Masquerade	19	Vanishing
6	Dancing Flame	13	Mirth and Malice	20	Walk in Shadows
7	Disguise Object	14	Moon Sight		

LESSER RUNES

#	Rune
1	Deathly Blossom
2	Fog Cloud
3	Gust of Wind
4	Proof Against Deadly Harm
5	Rune of Vanishing
6	Sway the Mortal Mind

GREATER RUNES

#	Rune
1	Arcane Unbinding
2	Fairy Gold
3	Fairy Steed
4	Ice Storm
5	Rune of Invisibility
6	Sway the Monstrous Mind

MIGHTY RUNES

#	Rune
1	Dream Ship
2	Eternal Slumber
3	Rune of Death
4	Rune of Wishing
5	Summon Wild Hunt
6	Unravel Death

Glamours

The innate powers of fairy-kind, which mortals regard as magic.

AWE

Duration: Instant

Range: 30'

The caster's otherworldly presence is unnerving to mortals, both man and beast alike. With a dramatic gesture, the caster causes a group of mortals to make a Morale Check.

If the Morale Check fails: A total of up to 1 Level of mortals per Level of the caster are awestruck and flee the caster's presence.

Usage frequency: Once per Turn.

BEGUILEMENT

Duration: 1d4 Rounds

Range: 30'

The caster's words have great power over mortal minds. A single mortal addressed by the caster must **Save Versus Spell** or believe the caster's words for a brief period.

Language: The target must understand the caster's words.

After the duration ends: It is immediately obvious that a magical deception has occurred.

Usage frequency: Once per day per subject.

BREATH OF THE WIND

Duration: 1d4 Rounds

Range: 30'

An enchanted flurry of wind causes dust to billow, leaves to rustle, and so forth.

Stealth: While the wind blows, the caster may move completely silently, unnoticed by any listeners within range.

Usage frequency: Once per Turn.

CLOAK OF DARKNESS

Duration: Concentration / 1 Round

Range: The caster

The caster conjures an area of gloom and shadow, hiding themselves from mundane sight.

Concentration: The cloak of shadows lasts as long as the caster remains motionless and does not perform any other actions.

Moving: Once the caster moves or performs another action, the cloak of shadows lasts for 1 Round.

Usage frequency: Once per Turn.

CONJURE TREATS

Duration: Permanent

Range: Appears in the caster's hand

With a flourishing gesture, the caster conjures a mortal's favourite treat (e.g. sweets, pastries, sizzling sausages, etc.) out of thin air.

Offering to the mortal: If the treat is offered to the mortal, their disposition toward the caster is improved.

Sustenance: The treats are real (not illusionary), but do not provide genuine sustenance.

Usage frequency: Once per day per subject.

DANCING FLAME

Duration: Concentration (up to 2d6 Rounds)

Range: 60'

The caster can command a small flame (e.g. a torch, lantern, or candle) burning within range to disconnect from its source and float through the air.

Movement: The caster can command the flame to move up to 10' per Round.

Concentration: The caster must concentrate while using this glamour. They may move, but cannot perform other actions.

When the duration ends: The flame dies out.

DISGUISE OBJECT

Duration: Until touched by another

Range: Object touched

An object touched is made to appear as something else (of similar dimensions).

Duration: The glamour lasts until the object is touched by another being or until the caster uses this glamour on another object.

Usage limit: The caster may disguise only one object at a time with this glamour.

FAIRY DUST

Duration: 1 Round

Range: 30'

Motes of glittering dust fill the air around the caster, momentarily revealing invisible objects and creatures.

Attacking: Invisible creatures revealed can be attacked with a only -1 Attack penalty for the next Round.

Usage frequency: Once per day.

FLAME CHARM

Duration: Concentration / Instant

Range: The caster / 30'

The caster can conjure and extinguish flame.

Conjuring flame: The caster's fingertip is wreathed in colourful fire, which may be used to ignite flammable materials or to cast light (in a 10' radius). The flame may be maintained as long as the caster concentrates—they may move but not perform other actions.

Extinguishing flame: With a snap of their fingers, the caster can cause a non-magical flame (up to the size of a burning torch) within 30' to be instantaneously extinguished. If a flame is held by a creature, they may **Save Versus Spell** to prevent the flame from being extinguished.

FOOL'S GOLD

Duration: 1d6 minutes

Range: Coins touched

The caster can cause copper coins to appear as gold to gullible mortals.

Saving Throw: Each mortal who views the glamour'd coins may **Save Versus Spell** to see the fairy trick for what it is.

Usage frequency: The caster may disguise up to 20 coins per Level per day with this glamour.

FORGETTING

Duration: Instant

Range: 30'

With a twinkle of the eye, the caster causes a single mortal to forget what they just witnessed a moment before (the previous Round).

Saving Throw: The subject may **Save Versus Spell** to resist the glamour.

Usage frequency: Once per day per subject.

MASQUERADE

Duration: Instant

Range: The caster

With a minor illusion, the caster can make their facial features seem as they wish.

Subtle features: May be switched in a moment (e.g. eye colour, hair colour).

More dramatic changes: Take 1 Turn of concentration.

Duplicating another: It is not possible to duplicate a specific individual using this glamour.



MIRTH AND MALICE

Duration: 1 Turn

Range: 30'

When speaking to a group of mortals, the caster can impart a subtle sense of shared cheer or creeping discord.

Language: The targets must understand the caster's words.

Minimum time speaking: The caster must speak to the group of mortals for at least 1 Turn. After this time, a total of up to one Level of mortals per Level of the caster must **Save Versus Spell**. Those who fail are strongly affected, either expressing great affection or anger. The caster has no control over how these feelings are directed or expressed.

When the caster stops speaking: The imparted emotion dissipates within 1 Turn.

Usage frequency: Once per day per group.

MOON SIGHT

Duration: Permanent (always active)

Range: The caster

The caster can see normally in darkness up to 60', viewing the world as though it glows in faint moonlight.

Holy Magic

The spells bestowed upon devoted members of the Pluristine Church.

Holy spells take the form of blessings bestowed upon characters by the grace of the saints of the Pluristine Church. When a spell is cast, the blessing expires until it is bestowed again.

Major and minor saints: Among the one hundred saints worshipped in Dolmenwood, thirty-four are primary and have the power to bestow blessings upon those who pray to them, each being associated with a specific spell. Certain minor saints are also able to bestow blessings to those who pray at their dedicated shrines, and are associated with less common spells outside of the standard holy spell list.

Saintly legends: The primary legend of each saint is recounted beside the associated spell.



SPELL RANKS

Spells are categorised by Rank, from Rank 1 (the least powerful) to Rank 5 (the most powerful). A holy spell-caster's Level determines which Rank of spells they are able to cast.

PRAYING FOR SPELLS

A holy spell-caster may pray to the saints once per day, receiving their blessings in the form of spells.

Rest: A character can only pray for spells following an uninterrupted night's sleep.

Time: Praying for spells requires 1 hour of quiet prayer.

Number of spells: The maximum number of spells that can be bestowed on a holy spell-caster at one time depends on their Class and Level.

Spell selection: When praying for spells, a holy spell-caster may choose any holy spell of appropriate Rank listed in this book.

Duplicate spells: If a character can cast more than one spell of a given Rank, they may pray for multiple copies of a spell.

PRAYING AT SHRINES

Characters may come across shrines in Dolmenwood dedicated to a specific saint. A holy spell-caster who prays for 1 hour at such a shrine may be granted the blessing of the saint in the form of an additional spell.

CASTING SPELLS

A bestowed spell may be cast by reciting a prayer in the Liturgic tongue. When a spell is cast, the saint's blessing expires until it is bestowed again.

Speech: The character must be able to speak. A holy spell-caster cannot cast spells if gagged or in an area of magical silence.

In combat: Casting a spell takes 1 Round of concentration. The character may not move in the same Round as casting a spell, and if the character is harmed before their initiative, the spell is disrupted (see *Combat*, p168).

RANK 1 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Detect Evil	St Whittery	St Whittery's Vision
2	Detect Magic	St Thorm	Wisdom of St Thorm
3	Frost Ward	St Abthius	St Abthius' Rebuke
4	Lesser Healing	St Lillibeth	Breath of St Lillibeth
5	Light	St Foggarty	St Foggarty's Benediction
6	Protection From Evil	St Benester	St Benester's Word
7	Purify Food and Drink	St Gretchen	St Gretchen's Sublimation
8	Rally	St Jorrael	St Jorrael's Counsel

RANK 2 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Bless	St Gondyw	Righteousness of St Gondyw
2	Charm Serpents	St Dank	St Dank's Plea
3	Find Traps	St Gripe	Path of St Gripe
4	Flame Ward	St Hollyhock	Boldness of St Hollyhock
5	Hold Person	St Waylaine	St Waylaine's Reproof
6	Reveal Alignment	St Willofrith	St Willofrith's Warning
7	Silence	St Signis	Abjuration of St Signis
8	Speak With Animals	St Hamfast	Speech of St Hamfast

RANK 3 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Animal Growth	St Vinicus	Mercy of St Vinicus
2	Bless Weapon	St Sedge	Courage of St Sedge
3	Cure Affliction	St Pastery	St Pastery's Blessing
4	Holy Light	St Eggort	Devotion of St Eggort
5	Locate Object	St Keye	St Keye's Revelation
6	Remove Curse	St Primula	St Primula's Grace

RANK 4 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Circle of Protection From Evil	St Faxis	St Faxis' Abjuration
2	Create Water	St Quister	St Quister's Defence
3	Greater Healing	St Wick	Steadfastness of St Wick
4	Remove Poison	St Torphia	St Torphia's Respite
5	Speak With Plants	St Wort	Salvation of St Wort
6	Serpent Transformation	St Horace	St Horace's Requit

RANK 5 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Communion	St Elsa	St Elsa's Visitation
2	Create Food	St Ponch	St Ponch's Feast
3	Dispel Evil	St Goodenough	St Goodenough's Rebuke
4	Holy Quest	St Galaunt	Righteousness of St Galaunt
5	Insect Plague	St Cornice	Amity of St Cornice
6	Raise Dead	St Clewyd	Mercy of St Clewyd

Rank 1 Holy Spells

Minor saintly blessings bestowed upon the worthy.

DETECT EVIL

Prayer name: St Whittery's Vision

Duration: 6 Turns

Range: 120'

The caster perceives a faint halo of wicked, grinning spirits flickering around objects under an evil enchantment and living beings with evil intentions.

Intent only: The caster cannot read the thoughts of creatures with evil intent.

Definition of evil: The referee must judge what is classified as evil. Beings of Chaotic Alignment do not always have evil intent. Traps and poisons, while potentially harmful, are not evil.

The miracle of St Whittery: The son of a woodsman, Whittery was raised in a small village deep in western Dolmenwood. A group of noble travellers, merry and fair of face, stopped at the village inn one eve, to the delight of the locals. Reciting his evening prayers at the village chapel, the young Whittery was visited by a horrific vision of bloodshed at the hands of the noble guests. He reported his vision to the vicar, who informed the village elders. The nobles were confronted and revealed to be fairy shape-shifters who had planned to slay everyone in the village and roast their innards. (As fate would have it, many years later, after Whittery had moved to study at a distant monastery, the village was visited once more by evil fairies, who stole the place away to Fairy, never to be seen again by mortal eyes.)

DETECT MAGIC

Prayer name: Wisdom of St Thorm

Duration: 2 Turns

Range: 60'

Enchanted objects, areas, or creatures within range of the caster are wreathed in a shimmering, golden glow. Both permanent and temporary enchantments are revealed.

The miracle of St Thorm: Wandering in Dolmenwood as a pilgrim, Thorm was captured by elves for daring to trespass close to a magical door to Fairy. The young pilgrim was cast into the dungeons of the cruel fairy Prince Mallowheart, where he was to rot away to bones. When Mallowheart visited the prisoner to gloat over his suffering, Thorm challenged the fairy lord to a game of cards. The saint's holy eyes saw through the magical treachery which inevitably ensued (fairies are notoriously unsportsmanlike) and defeated the prince, thus assuring his release.

FROST WARD

Prayer name: St Abthius' Rebuke

Duration: 6 Turns

Range: 30'

A soothing warmth comes upon all allies within range, rebuking the malicious effects of cold and frost.

Normal cold: Subjects are untroubled by non-magical freezing temperatures.

Save bonus: Subjects gain a +2 bonus to Saving Throws versus cold-based effects (e.g. magic or breath attacks).

Cold-based damage: Is reduced by 1 per damage die rolled. (For example, 4d6 damage is reduced by 4.)

The miracle of St Abthius: Abthius came to Dolmenwood at the command of King Thaldred II of Brackenwold. The Cold Prince had newly returned his frigid gaze to the mortal world, and Abthius—renowned for his fiery sermons—was to act as ambassador of the King. Gaining an audience with the fairy court, the saint proceeded to preach the virtues of the One True God and His host of angels. The fairies responded only with mocking laughter, and their liege pointed his crystal wand at the saint, casting a spell of ice about him. The saint's radiant beauty melted the fey frost, and he turned his back on the Prince, damning the fairy to be vaporised in the flames of perdition.

LESSER HEALING

Prayer name: Breath of St Lillibeth

Duration: Instant

Range: The caster or a living creature touched

The fluttering of doves' wings and the sweet scent of blossom manifest as the caster recites this prayer. A living subject receives one of the following ministrations:

- 1. Healing:** Restores 1d6+1 Hit Points. This cannot raise the subject's Hit Points above the normal maximum.
- 2. Curing paralysis:** Paralysing effects are negated.

The miracle of St Lillibeth: Lillibeth lived as a hermit in the deep woods, with only the company of doves. She was slain when her cottage was attacked by marauding crookhorns, but with her last breaths gave ministration to six doves which had been wounded. The birds were miraculously cured, flew hence to the chapel at Wayforough, and told the curate of their mistress' pious deeds

LIGHT

Prayer name: St Foggarty's Benediction

Duration: 12 Turns

Range: 120'

A bobbing wisp of light floats from the caster's palm and manifests one of the following effects:

1. **Golden radiance:** Casts holy light in a 15' radius. The light is sufficient for reading, but is not as bright as daylight. The prayer may be cast upon an object, in which case the golden light moves with the object.
2. **Blinding a creature:** A flash of divine light blinds a Chaotic creature for the duration. The target may **Save Versus Spell** to resist. (See *Blindness*, p152.)
3. **Cancelling magical darkness:** *St Foggarty's Benediction* may cancel a 15' radius area of magical darkness.

The miracle of St Foggarty: Foggarty spent his dotage ministering to an isolated community of peat-cutters. When a party of pilgrims lost their way in the peat bogs one night, Foggarty commanded the marsh lights to lead them to safety.

PROTECTION FROM EVIL

Prayer name: St Benester's Word

Duration: 12 Turns

Range: The caster

Invoking the name of an archangel, the caster is warded from attacks by evil or enchanted creatures.

Affected creatures: Chaotic creatures as well as creatures created or summoned by magic.

AC and Saving Throw bonus: The caster gains a +1 Armour Class and Saving Throw bonus against attacks and special abilities of affected creatures.

Created or summoned creatures: The prayer additionally prevents such creatures from making melee attacks against the caster, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (though the caster still gains the Armour Class and Saving Throw bonuses mentioned above).

The miracle of St Benester: On a seven night fast in the wilderness, Benester was assailed by the demonic servitors of an evil sorcerer who counted the region as his domain. Undeterred, the saint invoked the name of the seventeen archangels and continued his prayers amid the wailing and caterwauling of the monsters.

PURIFY FOOD AND DRINK

Prayer name: St Gretchen's Sublimation

Duration: Permanent

Range: Touch

The sound of distant goat bells echoes and a quantity of poisoned, rotten, spoiled, or contaminated food and drink is purified. One of the following may be affected:

Quantity: Up to 12 portions of food and drink, in any combination. 1 ration counts as a portion of food and 1 pint counts as a portion of drink.

The miracle of St Gretchen: Witnessing the aftermath of a battle and the wretched gasps of the wounded, St Gretchen enlisted a band of goat-herds to gather water from a nearby bog. The water was black and putrid, but when the saint passed her hallowed hands above it, it became as pure as spring rain and soothed the woes of the wounded.



RALLY

Prayer name: St Jorrael's Counsel

Duration: 2 Turns

Range: The caster or a creature touched

The subject is calmed and purged of fear by the emboldening words of this prayer, which reverberate in their mind for the duration.

Magically induced fear: Is countered if the subject makes a **Save Versus Spell**, with a +1 bonus per Level of the caster. This applies to effects active when *St Jorrael's Counsel* is cast and subsequent effects during the duration.

The miracle of St Jorrael: As a wandering mendicant, Jorrael came upon a village under the tyrannical rule of a baron and his cruel knights. Preaching at a village council, the saint's words emboldened the downtrodden villagers, who subsequently rose up against the despot baron and brought him and his lackeys to justice.



Part Four

Equipment, Services, and Animals

A rich catalogue of tools, gear, arms, mounts, vehicles, hounds, medicines, and tonics essential to adventuring within Dolmenwood.

Extensive lists of tavern fare, ales, wines, spirits, and pipe-leafs are also presented, providing respite to weary adventurers from the travails of the road.

Finally, the services of taverns, mercenaries, and various other specialists are elucidated, along with guidelines for hiring retainers to accompany characters into the perilous wilds.

Hounds

Loyal companions for the traveller on lonely roads.

HOUNDS

Hound	Cost (gp)
Bloodhound	25
Dapper	60
Dolmen pincher	30
Lankston mastiff	50
Lichhound	150
Pisker	75
Seelie dog	60
Spookhound	120

ACCESSORIES

Item	Cost (gp)	Weight
Dog armour (+2 AC)	25	200
Feed (1 day)	1	20

HOUNDS

1. Bloodhound

Medium hounds with sleek, rusty fur and blood red eyes. Bred for their excellent tracking skills. Common working dogs found in every woodland village in Dolmenwood.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att 1 bite (+1, 1d6) **Speed** 50 **Morale** 7 **XP** 20

Tracking: Excellent scent-trackers. Once a bloodhound is on the trail, it is exceedingly difficult to thwart.

2. Dapper

Curly-furred dogs with huge, floppy ears and great fringes that obscure their eyes. Dappers are favoured by the noble classes for their curious love of dressing in preposterous outfits and performing amusing dances.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att 1 bite (+1, 1d4) **Speed** 50 **Morale** 7 **XP** 20

Language: Dappers have the ability to mimic human speech. Each dog can be trained to mimic up to 10 words, though they have no inkling of their meaning.

3. Dolmen Pincher

Sleek, muscular hunting hounds with black fur and a rusty muzzle. Employed especially for hunting large beasts.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 12 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att 1 bite (+1, 1d6 + bring down prey) **Speed** 50 **Morale** 9
XP 35

Bring down prey: If a dolmen pincher successfully attacks a target of Level 4 or less and rolls 4 or higher for damage, it drags down the target. In the following round, the target may not move and suffers a -1 penalty to Armour Class and Attack.

4. Lankston Mastiff

Huge, bulky beasts with thick, shaggy fur and a volatile, vicious temperament. Make excellent and diligent guard dogs, but are notoriously difficult to train.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 12 HP 3d8 (13) Saves D12 R13 H14 B15 S16
Att 1 bite (+2, 1d6+1) **Speed** 40 **Morale** 9 **XP** 40

Failed Morale Checks: If a Lankston mastiff fails a Morale Check, there is a 2-in-6 chance that it will go wild, attacking anyone who comes near to it (including its owner or trainer). This state is permanent.



5. Lichhound

Stocky, grey, wiry-furred hounds with upright, pointed ears and narrow, yellow eyes. Lichhounds are bred by the Church as companions for graveyard wardens and clerics of the order of Saint Signis.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att 1 bite (+0, 1d4) or 1 turning bark **Speed** 40
Morale 8 **XP** 10

Fear no undead: Do not check Resolve when in combat with undead monsters.

Turning bark (once a day): A lichhound may emit a baying that is terrifying to the undead. On a 2d6 roll of 7 or more, Level 1 undead monsters are turned, and on a roll of 9 or more, Level 2 monster are turned. If the baying succeeds, 2d4 undead monsters flee from the hound for 1 Turn.

6. Pisker

Stocky, short-legged dogs with lustrous reddish fur, lolling tongues, and soft, pudgy bellies. Known for their frisky and boisterous temperament and their obnoxious yapping. Commonly kept by the people of Prigwort, who fear the presence of fairies.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 11 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att 1 bite (+1, 1d6) **Speed** 40 **Morale** 8 **XP** 20

Detect fairies: All animals exhibit an uneasiness in the presence of fairies. In piskers, however, this instinct is honed to perfection. A pisker (even when sleeping) can detect fairies within 20' and will make their presence known by incessantly yelping for 1 Turn.

7. Seelie Dog

Tall, silver-furred hounds with the delicate bone structure and long legs suited for running. Seelie dogs' eyes are bright pink and they are said to be of fairy ancestry.

SMALL ANIMAL—SEMI-INTELLIGENT—NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att 1 bite (+0, 1d4) **Speed** 60 **Morale** 7 **XP** 10

Language: Cannot speak, but understand Woldish and Sylvan.

Loyalty: Seelies are notoriously picky about their companions—there is only a 2-in-6 chance of a seelie dog taking to a mortal owner. If the dog dislikes the owner, it will be utterly obstinate. If it likes the owner, it will be unfailingly loyal.

8. Spookhound

Slender, gentle-natured hounds with short, dappled white/grey fur, long, fluffy tails, and buggy eyes. Bred for their highly honed ability to detect the presence of the undead.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

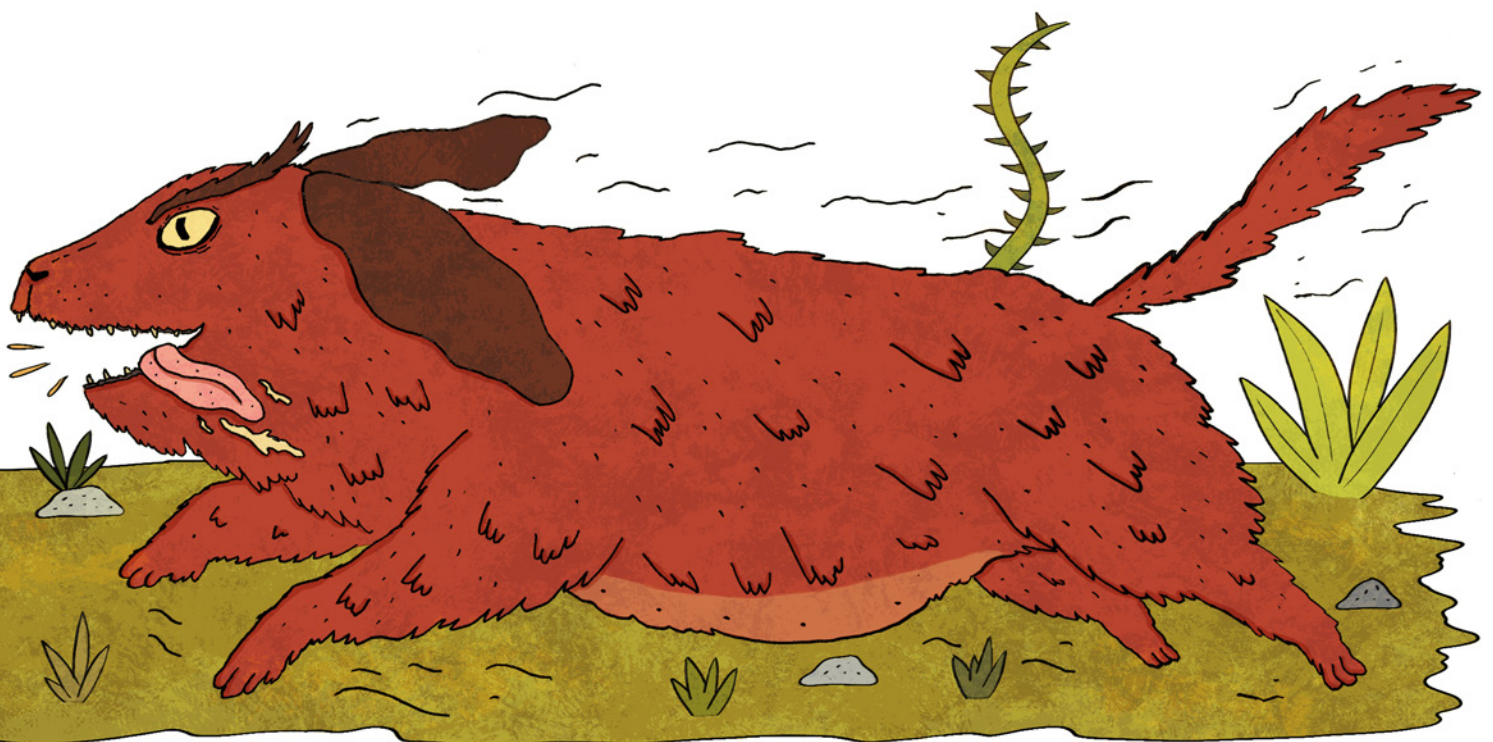
Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att 1 bite (+0, 1d4) **Speed** 40 **Morale** 6 **XP** 10

Smell undead: Spookhounds are able to smell undead monsters (both corporeal and incorporeal) within 60'. They are typically trained to bark in response to this scent.

ACCESSORIES

Dog armour: Light leather armour with a spiked collar. Grants a +2 bonus to Armour Class.

Feed: Fresh meat scraps and bones to gnaw. Dogs may also be fed on rations of freshly caught game (see *Finding Food in the Wild*, p154).



Pipeleaf

According to many a seasoned wayfarer, smoking a soothing leaf is second to none at easing the troubles of the road.

PIPES

Item	Cost (gp)
Bog-oak pipe	15
Cherry-wood pipe	5
Clay pipe	1
Gourd pipe (mossling style)	2

PIPELEAF (COST PER SMOKE)

Type	Cost	Availability
Barley blend	4 cp	Always
Burglar's blend	3 cp	3-in-6
Crofter's daughter	5 cp	Always
Dusty abbot	2 sp	1-in-6
Fatty lumper	7 cp	3-in-6
Flufftop	1 sp	3-in-6
Gamgy weed	5 cp	Always
The gibbet's gift	7 cp	3-in-6
Green Jenny	8 cp	3-in-6
Lanksbottom leaf	6 cp	Always
Mogglemoss	18 cp	3-in-6
Mummer's farce	8 cp	Always
Old Doby	6 cp	Always
Pedlar puff	7 cp	Always
Shaggy pony	7 cp	Always
Special shag	3 sp	3-in-6
Speckled wyrm	25 cp	3-in-6
Wayside wisp	25 cp	1-in-6
Westling's weed	2 sp	1-in-6
Witch's shag	8 cp	3-in-6

PIPES

1. Bog-oak pipe: A hard, black pipe carved from wood dredged out of a peat bog. The sombre faces of ancient bog-denzens can be spied drifting in the smoke. Said to be the favoured pipe of wizards of all kinds.

2. Cherry-wood pipe: A fine pipe of carved cherry, producing a smooth, aromatic smoke.

3. Clay pipe: A common pipe of fired clay, often inscribed with motifs, symbols, or script.

4. Gourd pipe: A curiously shaped, colourful gourd with a curved stem and a plump bowl. Favoured by mosslings, who craft gourd pipes in their hidden communities.

AVAILABILITY

Lists the chance that an item is available in a settlement when sought (typically purchased from a tavernkeep or a wandering pedlar who specialises in the leaf).

PIPELEAF

1. Barley blend: Finely chopped, golden-brown leaf with malty undertones and a smooth, sweet taste. A cheap leaf, favoured by farmers and ploughmen. **Effect:** Aids digestion after a heavy meal.

2. Burglar's blend: A stringy, rough-cut mix of black and chestnut brown leaves. Its coarse, bonfire aroma makes it an acquired taste. **Effect:** Keeps one awake in the dead of night.

3. Crofter's daughter: A soft, auburn-hued leaf. Its smooth aroma carries a note of citrus. A homely leaf, beloved of townsfolk. **Effect:** Makes one feel happy with one's lot.

4. Dusty abbot: An ultra-fine dust (can also be taken as a snuff) of purplish-brown hue. Produces a cool, refined smoke with the odour of rosewood and the taste of cherry. Favoured by the noble classes. **Effect:** Elicits a state of jovial eloquence.

5. Fatty lumper: Uncut leaves, crumbled roughly. Tastes sweet and nutty, smells of elderberries. **Effect:** Brings on a ravenous appetite.

6. Flufftop: A soft, furry, golden leaf, roughly cut, glistening with fragments of crystalline pollen. Produces a thick, greenish smoke with a heady aroma of spice. Favoured by Grimalkin. (Some say this leaf originated in Catland.) **Effect:** Brings on a state of light-hearted whimsy.

7. Gamgy weed: Slivered, semi-dried leaf of brown-green hue. The pungent aroma has an off-putting edge of ammonia, but the smoke is smooth and floral. **Effect:** Causes a heavy sleepiness.

8. The gibbet's gift: Ashen white dust. Produces an exceptionally thin, penetrating smoke that seeps across the ground. The smoke is almost odourless, but tastes strongly of gravy. **Effect:** Smoking this pipeleaf aids one in following through with unpleasant decisions.

9. Green Jenny: Raw, rolled leaves of a variety that will burn undried. The smoke is thin and astringent, but the taste is sublime, with notes of apple and walnut. **Effect:** Smoking this leaf in excessive quantities causes one's vision to take on a green tinge.



10. Lanksbottom leaf: Chopped almost to dust, this common pipeleaf is near black in colour and has a robust, chocolate aroma. Grown in the warm valleys of the southern High Wold. The favoured smoke of lower class breggles. **Effect:** Brings on a state of merry arrogance.

11. Moglemoss: Rich, green curls that produce a smouldering, emerald smoke. The aroma is of springtime, the taste of cheese and onion. Favoured by woodgrues, scabies, and (rumour has it) the Drune. **Effect:** Causes an introspective state in which the obscure may become clear.

12. Mummer's farce: A finely shredded, oak-brown leaf with fibrous hairs. Favoured by gamblers, its pungent, nutmeg aroma lingers in the taverns of Dreg. **Effect:** Inspires jollity and hijinks.

13. Old Doby: Sumptuous, velvety, red-brown leaf with an aroma reminiscent of the woods in autumn. Old Doby is regarded by many as the forefather of all varieties of pipeleaf. A common but well-loved leaf. **Effect:** Calms the nerves and lightens the spirit.

14. Pedlar puff: A rich, densely packed, sticky leaf, lustrous near-black in colour. The smoke is thick and cloying, the aroma like that of summer rain. **Effect:** Smoking this pipeleaf enhances the determination of foot-travellers whose destination still lies far away.

15. Shaggy pony: A stringy, oat-brown leaf that smells of horse. The smoke is sweet (and also horsey) and tastes of baked tomato. **Effect:** Aids deep and restful sleep.

Smoking (Optional Rule)

The many pipeleaves listed in this section are assumed to simply add flavour to the campaign world, without having any specific mechanical effect. Groups that wish the smoking of pipeleaf to take on a more functional (and therefore perhaps more prominent) role in the campaign may use the following rule.

Quiet Contemplation

When vexed by a problem, a character may sit down, get out their pipe, and spend an hour smoking in quiet contemplation or in debate with companions.

If the hour passes undisturbed, the player may make an **Intelligence Check**. If several characters smoke and debate together, the most intelligent character makes the check, with a +1 bonus per 2 companions (maximum of +2). If the check succeeds, the referee gives the player a clue about the problem being contemplated.

What is Pipeleaf?

The origin and nature of pipeleaf are left to the referee's discretion. In some campaigns, pipeleaf may be tobacco as we know it in the real world. In others, it may be an entirely different plant, native to the Dolmenwood region.

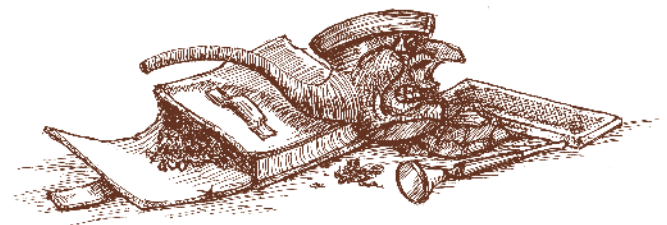
16. Special shag: Rich, moist, finely-cut leaf of dark, reddish-brown hue. The refined aroma carries notes of plum blossom. Bears the Ducal seal of approval. **Effect:** Enhances good judgement in trying times.

17. Speckled wurm: A blend of greyish, rough-cut leaf with strands of silver. The taste is hoppy; the smoke is woody and is speckled with glittering, silver motes. **Effect:** Brings about a state of intent concentration.

18. Wayside wisp: A fine, supple leaf of silvery hue. Produces coils and spirals of violet smoke, smelling of lavender. This rare and refined leaf is said to be cultivated in Fairy. **Effect:** Smoking it brings on a state of wonder and glee.

19. Westling's weed: Dense, fibrous leaf of copper-red hue. Imported from the distant west. Produces a heavy, dark smoke with the odour of smoked fish. **Effect:** Inspires dreams of travel and adventure.

20. Witch's shag: A blend of yellow and purplish leaves, finely cut. The smoke is smooth and fruity. **Effect:** Inspires a pleasant dizziness.



Retainers

Stalwart companions for journeys into dark places.

Adventurers often require extra assistance when journeying into the unknown, whether a doughty fighter to guard the rear or an extra pair of hands to hold a torch against the dark. Such characters are classified as *retainers*—NPCs hired to accompany characters on their adventures.

Limit per PC: Each retainer is in the employ of a specific PC, acting under their orders. The maximum number of retainers that will work for a PC at any one time is 4 + the character's Charisma Modifier.

LOCATING POTENTIAL RETAINERS

Potential retainers may be located by frequenting inns and pubs or by paying to post notices of help wanted.

Frequenting inns and pubs: Spending a night buying rounds and greasing palms in drinking establishments costs 50gp. Per attempt, there is a 3-in-6 chance of successfully locating applicants (see *Applicants*).

Posting notices of help wanted: Spending a day posting notices in public places costs 25gp. Per attempt, there is a 2-in-6 chance of successfully locating applicants (see *Applicants*), who will apply at the specified location 1d4 days later.

Repeated searches: Each method of locating applicants may only be tried periodically, depending on the size of settlement: in hamlets and villages, each method may be used once a month; in small towns, once a week; in large towns, twice a week; in cities, once a day.

APPLICANTS

When a search for potential retainers succeeds, roll on the *Applicants by Settlement Size* table.

APPLICANTS BY SETTLEMENT SIZE

Settlement	Townfolk	Adventurers
Hamlet	1d2	–
Village	1d4	1
Small Town	1d6	1d3
Large Town	2d4	1d4
City	2d6	1d6

Townfolk

Everyday folk (without a Class) willing to join an adventuring party. Often used as torch-bearers or porters.

Stats: See the *Townfolk Stats*.

Starting equipment: None.

Adventurers

Independent, Level 1 adventurers of a specific Class.

Kindred: Most (4-in-6) applicants are of the dominant Kindred in the settlement (i.e. generally humans). For other applicants, the referee may optionally roll on the *Adventurer Kindred* table.

Class: Roll 1d20 on the *Adventurer Class by Kindred* table.

Stats: When an adventurer is successfully hired, their basic game statistics (e.g. Hit Points, Armour Class, Speed) should be established. Retainers who serve PCs for a longer duration may be fleshed out as full characters, using the standard character creation procedure (p22).

Starting equipment: Basic adventuring gear, weapons, and armour appropriate to Class.

ADVENTURER KINDRED (OPTIONAL)

d12	Kindred	d12	Kindred
1–3	Breggle	6–9	Human
4	Elf	10–11	Mossling
5	Grimalkin	12	Woodgrue

Townfolk Stats

MEDIUM HUMAN—SENTIENT—ANY ALIGNMENT

Level 1 AC 10 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att 1 weapon (–1) Speed 40 Morale 6 XP 10

ADVENTURER CLASS BY KINDRED

Kindred	Cleric	Enchanter	Fighter	Friar	Hunter	Knight	Magician	Minstrel	Thief
Breggle	1	2	3–7	8	9–10	11–14	15–17	18	19–20
Elf	–	1–6	7–10	–	11–13	–	14–15	16–17	18–20
Grimalkin	–	1–4	5–6	–	7–10	–	11–12	13–16	17–20
Human	1–3	4	5–8	9–10	11–12	13–14	15–16	17–18	19–20
Mossling	–	1	2–7	–	8–13	–	14	15–17	18–20
Woodgrue	–	1–4	5–6	–	7–10	–	11–12	13–16	17–20

OFFERING WAGES

Once an applicant has been located, the hiring PC must explain what the job entails and offer them a certain wage. Townsfolk will want a daily rate of pay, while adventurers will want a share of any treasure recovered.

TYPICAL WAGES			
Offer Generosity	Reaction Modifier	Townsfolk Daily Rate	Adventurer Loot Share
Mean	-2	2sp	¼ share
Poor	-1	5sp	⅓ share
Standard	-	1gp	½ share
Decent	+1	5gp	⅔ share
Lavish	+2	10gp	Full share

Applicant Reaction

The applicant's reaction to the offer is determined by rolling on the *Hiring Reactions* table, modified as follows.

Charisma: The hiring PC's Charisma Modifier is applied to the *Hiring Reactions* roll.

Reputation: A penalty of -1 or -2 may be applied, if the hiring PC has a bad reputation in the local area.

Generosity: Above or below standard wages incur a modifier to the roll, as listed in the *Typical Wages* table.

Bonus payments: Offering to buy equipment for the applicant or give them a sum of money up front may increase the generosity modifier by 1 (up to a maximum +2 generosity bonus).

HIRING REACTIONS	
2d10	Reaction
3 or less	Angry refusal. Hiring reaction rolls for other applicants present suffer a -1 penalty
4-8	Refusal
9-13	Uncertain. Will accept an improved offer
14-18	Acceptance
19 or more	Keen acceptance. +1 bonus to Loyalty

Role-Playing Retainers

While retainers are individuals with their own personalities, desires, and goals, it can be cumbersome to role-play them in detail. This is especially acute when a party contains multiple retainers.

A common approach is for the player of the hiring character to describe retainers' actions, essentially running them as secondary Player Characters. The referee may occasionally interject, if they wish to add role-playing elements or feel the described actions do not fit the retainer's personality.

Retainers as Replacement PCs

If a Player Character perishes during an adventure, a retainer may optionally be promoted to a full PC. This can provide instant replacement PCs even during the course of an adventure.

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (who receive full shares) plus one retainer (who is paid a half share) discover 2,750gp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500gp. Thus, each PC gains 500gp and the retainer gains 250gp.

RETAINER LOYALTY

A retainer's Loyalty rating reflects their willingness to stick by PCs in the face of danger. Loyalty is initially equal to 7 + the hiring character's Charisma Modifier, but may be adjusted as follows.

Bonuses: Saving a retainer from danger or granting generous treasure rewards may increase Loyalty.

Penalties: Ill-treatment of a retainer or lack of treasure may decrease Loyalty.

Loyalty Checks

Circumstances may arise that test a retainer's loyalty to their employer. For example, an enemy may try to bribe a retainer to betray their employer, or a retainer may be tempted to flee from a situation of unexpectedly great peril.

Rolling a Loyalty check: In such situations, the referee should roll 2d6. If the roll is lower than or equal to the retainer's Loyalty, the check succeeds and the retainer remains true to the hiring PC.

Unsuccessful Adventures

Optionally, the referee may also make Loyalty checks following unsuccessful adventures. If such a check fails, the retainer decides to leave the PC's employ and seek their fortune elsewhere.

RETAINER ADVANCEMENT

Townsfolk

As non-adventurers without a Class, townsfolk do not earn Experience Points and do not gain Levels. The referee may sometimes allow long-serving townsfolk to be "promoted" to a suitable adventuring Class.

Adventurers

Adventurers earn Experience Points and advance in Level in the same way as Player Characters (see *Advancement*, p29), but all XP a retainer earns is halved. This is because retainers generally follow instructions from PCs, rather than being directly involved in decision making.

Gaining Levels: When a retainer advances in Level and reaches equal or greater Level than the hiring PC, they will typically leave employment to go on adventures of their own.



Part Five

Adventuring



Procedures, rules, advice, and guidelines for running adventures in the wilds of Dolmenwood—and the weird subterranean realms beneath.

The most frequently used rules—skill checks, ability checks, saving throws, and attack rolls—are described, along with guidelines for handling common adventuring hazards and challenges.

Easy-to-follow procedures for travel, camping, dungeon exploration, downtime in settlements, encounters, and combat round out the game's rules.

Preparing for an Adventure

Advice for players on successful adventuring.

Before leaving the comfort of the fireside and heading into the wilds, certain preparatory steps are essential for successful adventuring.

THE ADVENTURING PARTY

The first and most fundamental requirement for going adventuring is the gathering of a group of like-minded companions willing to venture forth into the unknown. Typically, a party consists of one character per player, created as described in *Party Two: Starting Play*, p14, but the following points should also be borne in mind.

Size: The ideal size of a group is between 6 and 8 characters—large enough to confront the challenges of an adventure, while not so large as to become disorganised. If not enough PCs are present, the players may wish to hire retainers (see p138). The referee may also allow experienced players to run two Player Characters at once.

Classes: It is wise for a party to consist of a mix of characters of different adventuring Classes. Combat-focused characters are essential for protecting the group from danger, while other Classes each have magic or other special abilities which are useful for handling different situations that may arise in an adventure.

Level: As new PCs join play, the Levels of the characters in the party may diverge. It is recommended that characters more than 4 Levels apart should adventure separately, as challenges and rewards suitable to characters of greatly differing Levels do not match.

Splitting the Party

It is usually wise for characters to stick together when adventuring, as there is strength in numbers. However, there are times when certain characters may wish to separate off from the main party. For example, one or two stealthy characters may wish to scout ahead of the main group.

When this happens, each group should be treated by the referee as a separate party, with separate Surprise Rolls, wandering monster checks, etc.

PLAYER ROLES

To make the running of the game as smooth as possible, it can be helpful to assign certain important roles to individual players. The following roles are common. Player roles may be assigned on a permanent basis, if players wish, or may be rotated between sessions.

Caller

One player may be assigned the role of group spokesperson, responsible for informing the referee about the actions and movements of the party as a whole. Delegating this role to one player—rather than having each player informing the referee about their PC's individual actions—can speed up play, especially with large groups.

Party leader: The caller's character usually takes on the role of party leader and should thus have a high Charisma and be located near to the front of the party.

Switching caller: The designation of caller can optionally change during play. For example, the character addressing monsters in an encounter may become the caller.

Chronicler

One player may be assigned to make notes on the party's adventures, including monsters and NPCs encountered, battles fought, clues discovered, and mysteries to be unravelled. The chronicle can be invaluable in recalling events of previous game sessions, especially when some time has passed between sessions. In longer campaigns it will form a memorable account of the party's epic adventures.

Mapper

One player should create a map of the areas being explored, based on the referee's descriptions. Details such as monsters or traps encountered, clues to puzzles, or interesting unexplored areas may be noted on the map as it is drawn.

Lost maps: Maps may optionally be treated as in-game items, created by and in the possession of a specific character (who must have a quill, ink, and paper). In this case, maps must be treated with great care, in order to prevent loss or damage in case any harm should come to the character carrying them.

Quartermaster

One player may be assigned to keep track of the party's provisions and light sources, as well as any treasure acquired.

PLANNING FOR ADVENTURE

Before starting an adventure, it is wise for players to think through various aspects of their planned expedition. The following areas are especially worthy of consideration.

Adventure Objective

While it is perfectly possible for the party to set off on the road out of town and simply wander at random, it is usually preferable to have a specific adventuring objective in mind. For example, players may decide to follow up on a rumour heard in a settlement, investigate a mysterious feature encountered on a previous adventure, try to defeat a previously encountered monster, or attempt to locate a certain area of the Wood or of a dungeon.

Preparation

Once an objective has been established, players should consider whether any special resources are required.

Equipment: Additional equipment should be purchased in advance, as needed. For example, characters may need to stock up on rations for a journey into the wilds, or may need additional torches or lantern oil for an expedition into a dungeon.

Retainers: If the party is small or lacks characters of certain Classes important to the adventure, the players may consider seeking retainers (see *p138*).

Spells: Spell-casting characters should consider the needs of the adventure when selecting which spells to memorise.

Cooperation: Players should make these decisions as a group, to avoid carrying redundant equipment and ensure a balanced selection of spells.

Marching Order

The players should determine the normal arrangement of characters when exploring. This is known as the party's *marching order*. For example, players may decide to move in a two-column formation, with well-armoured characters in front, weaker characters in the middle, and a rear guard. The group may define different standard marching orders for common situations (e.g. standard exploration, combat, opening doors, searching, etc.).

Dividing Treasure

The spoils of an adventure may be divided between surviving characters in whatever way the players agree on. It is usual to agree on this before an adventure begins. The following is a suggested approach.

Non-magical treasure: Is typically divided evenly between player characters. Retainers (see *p138*) may be allocated a reduced share, as agreed during hiring.

Magic items: The players must decide which character keeps each item. One method for doing this is for each player to roll a die and compare the results. The highest rolling player gets to pick a magic item first, the second highest rolling player gets the next pick, and so on.

ADVENTURING ADVICE

Following are some basic words of advice on how players can maximise their enjoyment of the game and the chance of their characters surviving and thriving.

Work As a Team

Above all, players should cooperate to ensure the survival of the group and success in adventuring. While characters may not always see eye to eye and players may disagree on the best course of action, only those who work together will find success. This is especially important when characters are low Level, as individual characters are unlikely to survive the dangers of the wilds alone.

Think Outside the Box

Kindreds and Classes grant a number of special abilities which are useful during adventures. However, more often than not, hazards, challenges, and foes cannot be overcome simply by using abilities listed on the character sheet. Players should carefully investigate the environment, make creative use of equipment, form clever plans, and devise hair-brained schemes. See also *Narrative Interaction, p152*.

Use Time Wisely

Every moment that passes during an adventure presents a chance of the party being noticed by malignant monsters (see *Wandering Monsters, p157*). Resources such as rations and light sources dwindle. Party members tire and suffer injuries. Wise players do not waste time when adventuring.

Avoid Unnecessary Combat

There is an element of risk any time a character's fate is determined by a roll of the dice. This is especially acute during combat, where a die roll can make the difference between life and death. Players are advised to avoid direct confrontations where possible. If combat cannot be avoided, players should use reconnaissance, planning, and tactics to tip the chances in their favour.

Know When to Back Out

Players should keep a careful eye on the party's strength and resources. If these dwindle too far, a retreat to safety is advisable, to recuperate and restock. Likewise, if combat turns against the party, players should not be afraid to flee. A tarnished pride is preferable to an ignoble death in the maw of a ravaging monster.



Encumbrance

Rules governing how much gear and treasure adventurers can haul around.

In the perilous wilds, an adventurer's equipment can make the difference between life and death. A rope can prevent falling into a deathly chasm, a burning torch can fend off wild beasts, and a humble fishing rod can provide a meal to fill hungry bellies. Characters must carefully consider the equipment they take with them when adventuring, as each person is only able to carry so much. Each item carried is at once a burden and a potential lifesaver in times of peril.

Two approaches to determining how much characters can carry are presented here: one based on tracking the total weight of items carried, the other based on tracking the number of items carried. The referee should decide which to use and it should be applied to all characters.

WEIGHT ENCUMBRANCE

This encumbrance system is based on tracking the individual weights of items carried, giving a detailed and fairly realistic overview of each character's load.

Carrying Capacity

The total weight of the character's gear is tracked. As coins are the most common form of treasure found by adventurers, all weights are measured in coins. (Ten coins are equivalent to one pound.)

Equipment: The equipment lists note the weight in coins of all weapons, armour, and items of adventuring gear. Miscellaneous gear (e.g. backpacks, ropes, torches, etc.)—excluding weapons and armour—may optionally be counted as a total of 100 coins of weight.

Treasure: The weight of treasure carried by a character should also be tracked. See *Weight of Common Treasures*.

Maximum load: The maximum load any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

Determining Speed

A character's Speed is determined by the total weight they are carrying. See the *Weight Encumbrance* table.

WEIGHT ENCUMBRANCE

Total Weight	Speed
Up to 400 coins	40
Up to 600 coins	30
Up to 800 coins	20
Up to 1,600 coins	10

Horses and Vehicles

The carrying capacity of mounts and vehicles is listed in coins under *Horses and Vehicles*, p124.

Basic Weight Encumbrance (Optional Rule)

This option may be used by groups who prefer a simpler encumbrance system based on weight carried.

Equipment: The weight of armour, weapons, and adventuring gear is not tracked and does not count towards a character's maximum load.

Treasure: The weight of treasure carried is tracked to make sure that the character's maximum load is not exceeded. See *Weight of Common Treasures*.

Maximum load: The maximum load of treasure any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

Determining Speed

A character's Speed is determined by the type of armour they are wearing and whether they are carrying a significant amount of treasure (as judged by the referee). See the *Basic Encumbrance* table.

BASIC ENCUMBRANCE

Armour Bulk	Speed Without Treasure	Speed With Treasure
None	40	30
Light	30	20
Medium or Heavy	20	10



Weight of Common Treasures

The encumbrance of common items of treasure is listed below. The referee should decide the weight of other forms of treasure.

TREASURE WEIGHT

Item	Weight
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Scroll	1
Staff	40
Wand	10

SLOT ENCUMBRANCE

This encumbrance system is based on *gear slots*, giving a simple and somewhat abstract overview of each character's load. Each item carried generally occupies one gear slot. The more gear slots are occupied, the more burdened a character is and the slower their Speed.

Equipped Items: 9 Slots

Characters have 9 slots for *equipped items*, that is anything the character is wearing, holding, actively using, or has ready to use at short notice: armour worn, shields or weapons held, sheathed weapons, items in a belt pouch.

Maximum load: A character cannot carry more than 9 slots of equipped items.

Stowed Items: 8 Slots / Sack or Backpack

Sacks and backpacks have 8 slots for *stowed items*, that is items packed away in the container.

Maximum load: A character can wear one backpack and can carry up to two sacks, each occupying one hand. When carrying a sack, the character cannot carry a weapon, shield, lantern, or other object in that hand.

Retrieving: In combat, retrieving a stowed item optionally takes 1 Round.

Determining Speed

A character's Speed is determined by the number of occupied gear slots, as follows.

Equipped slots: The number of occupied equipped item slots determines the character's base Speed—see the *Slot Encumbrance* table.

Stowed slots: Each sack or backpack with more than 4 occupied slots reduces a character's Speed by 10.

Example: A fighter wearing plate mail (3 equipped slots) and carrying a shield and long sword (2 equipped slots) has Speed 30 (5 equipped slots total). If also carrying a backpack containing a tinder box, 3 flasks of oil, a lantern, a rope, and a waterskin (7 stowed items), their Speed would be reduced to 20. If, later in an adventure, they fill a sack with 600gp (6 stowed items), their Speed would be reduced to 10.

SLOT ENCUMBRANCE

Equipped Slots Occupied	Speed
1–3	40
4–6	30
7–9	20

Horses and Vehicles

The number of items that mounts and vehicles can carry is calculated by dividing their coin capacity (see *Horses and Vehicles*, p124) by 100. The distinction between equipped and stowed items does not apply to horses and vehicles.

Items in Gear Slots

The *Item Gear Slots* table lists the number of gear slots occupied by items of different kinds.

General items: Unless noted otherwise, each object a character carries occupies 1 gear slot.

Tiny items: Some very small items (e.g. necklaces, rings, sheets of paper) only occupy a gear slot if carried in large numbers (as judged by the referee).

Bundled items: Some items are usually purchased and carried in bundles (e.g. a pack of 10 candles, a pouch of 20 caltrops). A bundle occupies 1 gear slot.

Containers: Containers (e.g. backpacks, sacks) only count as an item when not in use.

Bulky items: Large or heavy objects that require two hands to carry occupy 2 gear slots and cannot be stowed. Very heavy or bulky objects may occupy 3 or more gear slots, as judged by the referee.

ITEM GEAR SLOTS

Item	Slots
General item	1
Tiny item	0
Bundled item	1 per bundle
Bulky item	2
Melee weapon, one-handed	1
Melee weapon, two-handed	2
Missile weapon	1
Ammunition (up to 20 pieces in container)	1
Clothing	0
Light armour	1
Medium armour	2
Heavy armour	3
Shield	1
Coins or gems (up to 100)	1

Adventuring Gear

All items listed under *Adventuring Gear*, p120 occupy 1 gear slot, except the following.

Tiny items: Holy symbols, bell (miniature), paper or parchment, quill, whistle.

Bundled items: Candles (10), torches (3), caltrops (20), chalk (10), iron spikes (12), marbles (20).

Bulky items: Barrel, caskets, chests, pole (10' long).

Dropping Items

When characters discover large treasure hoards, they may have to drop items, abandoning adventuring gear in order to stuff their sacks with gold.

Likewise, in desperate circumstances such as when fleeing enemies, characters may choose to drop items to lighten their load. Weapons, shields, and even stuffed sacks or backpacks may be dropped to increase a character's Speed.

Travel

The basic procedures for travelling and exploring in the wilds of Dolmenwood.

Travel Procedure Per Day

- Weather:** The referee determines the day's weather, using the tables in the *Dolmenwood Campaign Book*.
- Decide course:** The players decide on their course of travel for the day.
- Losing direction:** The referee determines whether the party gets lost, depending on the terrain.
- Wandering monsters:** The referee makes a check for a daytime random encounter.
- Description:** The referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions as required. If monsters are encountered, follow the procedure described in *Encounters, p166*.
- End of day:** If still in the wilds, the party sets camp (see *Camping, p160*). The referee updates time records, with special attention to rations, spell durations, and the party's need to rest.

TIME

When travelling overland through Dolmenwood, game time is tracked in days.

ROADS, TRACKS, AND TRAVELLING WILD

Adventurers may at times follow useful pathways connecting settlements, but will often find themselves travelling in the wild woods.

Roads: Actively maintained roads. Parties following a road can travel quickly and have no risk of getting lost.

Tracks: Smaller paths which are seldom frequented and sporadically maintained. Parties following a track can travel quickly but have a small risk of getting lost.

Travelling wild: All travel off tracks and roads is classified as *travelling wild*. The speed of travel and chance of getting lost are determined by the type of terrain being traversed.

MAP HEXES

The referee's map of Dolmenwood (provided in the *Dolmenwood Campaign Book*) is based on a hex grid, with each hex being 6 miles across. When characters travel through the Wood, the referee tracks their progress on the hex map. Players may also wish to keep a map of their own, making notes on hexes as they explore.

MOVEMENT

Rather than tracking the exact time spent travelling or the precise distances traversed, travel in Dolmenwood is abstracted into a simple system of daily *Travel Points*, representing the time taken for various travel actions.

Travel Points

A party has Travel Points each day equal to its Speed divided by 5, as shown in the *Travel Points Per Day* table. Any excess Travel Points not used by the end of the day are lost.

TRAVEL POINTS PER DAY

Party's Speed	Travel Points Per Day	
	Normal Travel	Forced March
40	8	12
30	6	9
20	4	6
10	2	3

Mounted: A mounted party has Speed 40.

Vehicles: A party travelling with a cart or wagon has Speed 30.

Normal Travel

A normal day of travel (whether on roads, tracks, or in the wild) is assumed to last 12 hours, with 8 hours spent travelling and 4 hours spent resting, preparing meals, eating, setting up and taking down camp, and so forth.

Forced March

A party may push itself to travel extra distance in a day, gaining a 50% increase in Travel Points (see the *Travel Points Per Day* table). This requires a 16 hour travel day, including 12 solid hours of travel.

Exhaustion: Following a forced march, characters must rest for a full day or become exhausted (see *Exhaustion, p153*).

Travelling on Roads and Tracks

The referee tracks the party's position along roads or tracks as they travel. Each 6 miles traversed has a cost of 2 Travel Points, unaffected by the type of terrain or the number of hexes passed through.

Hex features: The party may explore any features along the roadside in hexes they pass through.

TERRAIN TYPES

Terrain	Description	Travel Point Cost	Restrictions		Chance of Encounter / Getting Lost
			Mounts	Vehicles	
Bog	Treeless mire	3	Led	No	2-in-6
Farmland	Tilled fields and lanes	2	Yes	Yes	1-in-6
Forest, boggy	Wet, muddy woods	4	No	No	3-in-6
Forest, craggy	Broken terrain, cliffs	4	No	No	3-in-6
Forest, hilly	Undulating woods	3	Led	No	2-in-6
Forest, open	Light, airy woods	2	Yes	Yes	1-in-6
Forest, tangled	Dense, gloomy woods	3	Led	No	2-in-6
Forest, thorny	Dense, thorny thickets	4	No	No	3-in-6
Fungal forest	Giant fungi, few trees	2	Yes	Yes	1-in-6
Hills	Undulating grassland	2	Yes	Yes	1-in-6
Meadow	Flat grassland	2	Yes	Yes	1-in-6
Swamp	Wetland dotted with trees	4	No	No	3-in-6

Travelling Wild

The referee tracks the party's position on the hex map, noting the current hex they are in.

Entering a hex: The *Terrain Types* table lists the Travel Point cost to enter an adjacent hex, based on its terrain type.

Hex features: Once the party has paid the Travel Point cost to enter a hex, they may explore any non-hidden features in that hex without further expenditure of Travel Points.

End of day: If the party does not have sufficient Travel Points to enter an adjacent hex, the referee should note how many Travel Points they have expended and how many remain to be expended the following day to enter the hex.

Example: A party is travelling from a farmland hex toward an adjacent hex consisting of boggy terrain (3 Travel Points cost to enter). They have 2 Travel Points remaining for the day—insufficient to enter the bog hex—so must make camp in the farmland hex. The following day, they spend the remaining 1 Travel Point and enter the bog hex.

MOUNTS AND VEHICLES

Mounts and vehicles provide convenient means of travelling with heavy loads, but become inconvenient when characters are travelling wild.

Speed and Travel Points

Mounts: A mounted party has Speed 40, for 8 Travel Points per day. (While some mounts have Speed faster than 40, they can only move at this rate for short bursts.)

Vehicles: A party travelling with a cart or wagon has Speed 30, for 6 Travel Points per day.

Terrain Restrictions

Mounts and vehicles can travel freely along roads and tracks, but can only travel wild in certain terrain types. The *Terrain Types* table lists which types of terrain mounts and vehicles may enter, with mounts only able to be led (i.e. not ridden) in certain types of terrain.

SEARCHING HEXES

Some hexes on the Dolmenwood campaign map contain hidden features which will not be noticed by a party simply wandering through the area. Hidden features can be found by searching a hex, requiring extra time and Travel Points.

Travel Points expended: The *Terrain Types* table lists the Travel Point cost to search a hex, based on its terrain type.

Hidden features: Searching reveals all hidden features in a hex. Once a hidden feature has been located, it can be found again without searching.

RESTING

Characters must rest for 1 day per week of travel (i.e. 6 days of travel, 1 day of rest) or become exhausted (see *Exhaustion*, p153).

LOSING DIRECTION

See *Losing Direction*, p155 for more information.

Following a road: There is no chance of getting lost.

Following a track: There is a 1-in-6 chance of getting lost.

Travelling wild: The chance of getting lost depends on the terrain being explored—see the *Terrain Types* table.

Effects of getting lost: The effects of getting lost are described in the *Dolmenwood Campaign Book*.

WANDERING MONSTERS

See *Wandering Monsters*, p157 for more information.

Checks: One check for wandering monsters is made each day. If characters camp in the wild, a second check is made at night (see *Camping*, p160). The chance of an encounter occurring depends on the type of terrain being travelled through—see the *Terrain Types* table.

Creature: The *Dolmenwood Campaign Book* includes tables to determine the type of creatures encountered.

Distance: Wandering monsters are encountered 4d6 × 30' away. If either side is surprised (see *Encounters*, p166), this is reduced to 1d4 × 30'.



Part Six

Secrets of Dolmenwood

Referees only—players turn back!



A small sampling of content from the epic tome of referee's lore—the *Dolmenwood Campaign Book*.

One of the seven major factions—the longhorn nobility—is presented in full, along with three detailed NPCs.

An excerpt from one of the 12 settlements—the town of Lankshorn, ruled by the wicked Lord Malbleat—is provided, including descriptions of six locations and four NPCs.

Four of the *Dolmenwood Campaign Book's* 200 hexes are presented, as an example of the weird, fantastic locations that Dolmenwood is packed with.

Finally, the full Dolmenwood encounter tables and a selection of magic weapons are revealed.

Longhorn Nobility

The breggle noble houses which have ruled the High Wold since ancient times.

FACTION OVERVIEW

Houses Ramius, Murkin, and Malbleat

Three breggle nobles currently rule over large portions of the High Wold: the powerful and respected Lord Ramius, the belligerent Lord Murkin, and the sadistic Lord Malbleat.

Earliest Mortals in Dolmenwood

The origins of breggles are lost in antiquity. They have lived in the environs of Dolmenwood for as long as any records show, and were the first mortal Kindred to dwell under the forest's frost-rimed boughs, in ancient days when the Cold Prince ruled supreme.

Ancient Nobility

The longhorns hold their distant forebears to be those bold few breggles who ventured into the ice-clad courts of the Cold Prince and pledged him their fealty, desiring the elevation of their own kind. These early days among the high-born of Fairy instilled in the longhorns a love of all that is noble, a proclivity which drives them to this day.

Sorcerous Blood

In addition to their political might, longhorns possess a degree of sorcerous power, surmised to be derived from their ancient dealings with the Cold Prince. The gaze of the longhorns is greatly feared among the ranks of human aristocracy. It is common for petty lords to enlist sorcerous aid when required to attend the court of a longhorn.

Age-Old Enemies of the Drune

Following the betrayal of the Drune by the female longhorn Hraigl, some 1,500 years ago (see *History*, p16), a bitter hatred between Drune and breggles has smouldered.

In the Service of the Duchy

The longhorn aristocrats are counted among the noble houses loyal to the Duke of Brackenwold, ruling the High Wold side by side with humans. Inter-marriage between breggle and human nobles is not unheard of in the High Wold, though the offspring of such unions are usually feeble of mind.

Nominally Worship the One True God

The longhorn nobles and their subjects are nominally aligned with the Church, though in truth their loyalty is born out of political convenience, rather than devotion. It is sometimes noted that the feeling may be mutual—no breggle saints exist within the pantheon of the blessed.

Lord Murkin's Aggressions

Lord Murkin has eyes on the lands of his southerly neighbour—the human House Nodlock—and is amassing troops near the border. Only the protection of Lord Ramius (whom Lord Nodlock is a lackey of) prevents outright war.

House Ramius Divided

Twenty-two years ago, unearthed genealogical documents purportedly revealed Lord Malbleat as the rightful head of House Ramius, through the line of his mother, Lady Shank-hollow. Lord Ramius' interpretation of the documents naturally differed, and a feud ensued, growing quickly to violence. Baron Hogwarsh (then a mere youth) intervened, ruling that the lands of House Ramius should be divided. Malbleat was granted the eastern portion and Ramius the western.

THE LONGHORN NOBILITY'S SCHEMES

Vanquish Rival Longhorn Houses

The longhorn nobles are greatly occupied with bitter in-fighting, with petty familial rivalries amplified to blood-feud and vendetta. Each noble wishes to achieve dominance over his kin, whether by political subjugation, warfare, or sorcery. The longhorn nobles' scheming to outdo one another largely hinders the advancement of their shared goals.

Maintain Lordship of the High Wold

At many points in history has an imperious human noble of one kind or another emerged to challenge the longhorns' right to dominion in the High Wold. Always have the tenacious longhorns prevailed, but the risk of outside meddling in the tradition of goat-rulership in the region remains.

Extend Goat-Country Southwards

Collectively, but primarily as individuals, the longhorns seek to reverse the trend of the gradual human domination of the High Wold and extend their rule further south. Each of the nobles has his eye on the courts of High-Hankle and the throne of the foolish Baron Hogwarsh.

Destroy the Drune

The longhorns hate the Drune for their power and arrogance, and covet the lands of Dwelmfurgh which the sorcerers rule. They seek to eradicate the Drune from the High Wold and, ideally, from the whole of Dolmenwood.



ENCLAVES OF THE LONGHORN NOBILITY

Kolstoke Keep (0208): Seat of Lord Murkin, a half-breggle, half-human driven by his hatred of Lords Ramius and Malbleat.

Garnack's Tower (0309): Home of the obese longhorn Garnack the Horse, a longhorn hedge knight who hires out his services to the highest bidder.

The Hamlet of Galblight (0409): A community of shorthorns, ruled over by Cabruc Lockhorn, servant of Lord Ramius.

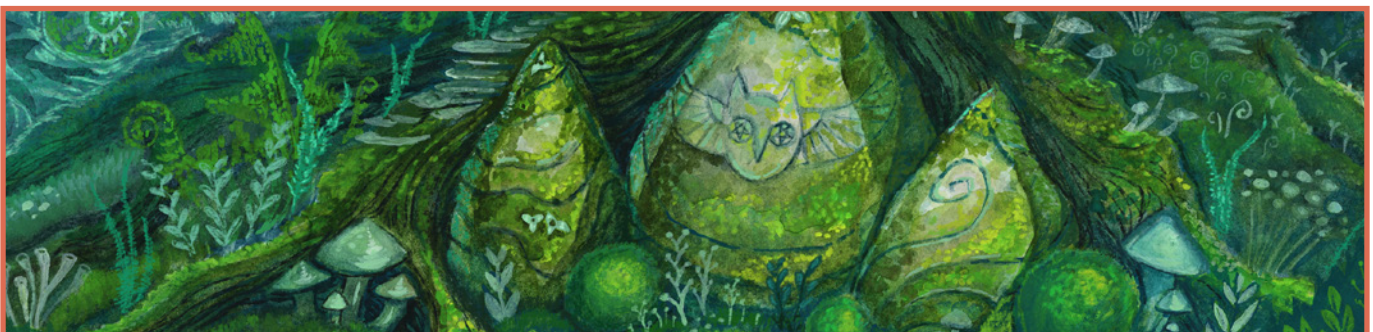
Castle Everdusk (0410): Home of Lord Ramius, most powerful of the longhorn nobles.

Redwraith Manor (0709): Home of Ramius' half-brother, Lord Malbleat, who rules over the eastern reach of the High Wold, as far as Dreg.

The Hamlet of Shagsend (0708): A fortified community of shorthorns, ruled over by Hoblewort the sorcerer, servant of Lord Malbleat.

The Town of Lankshorn (0710): A human market town located a few miles to the south of Redwraith Manor. Lankshorn is firmly under the control of Lord Malbleat, who makes frequent visits.

The Village of Dreg (1110): A human fishing village and trading port at the far eastern extent of Lord Malbleat's domain. It is an accepted reality in Dreg that Madame Shantywood (ruler of the independent Shantywood Isle) has more political clout here than Lord Malbleat or the Berkmaster.



MEMBERS AND ORGANISATION

Breggle Nobles

The rulers of the noble houses: Lords Malbleat and Ramius—longhorns of ancient stock, proud and arrogant—and the upstart, half-breggle Lord Murkin.

Longhorn Elite

The breggle elite, consisting of the longhorn courtiers and knights under the command of the nobles.

Shorthorns

Members of the breggle serving class fill the roles of household servants, cooks, messengers, groundskeepers, hunters, guards, and soldiers.



LORD GRYPHIUS MALBLEAT



A mature longhorn aristocrat of noble, philosophical air. Malbleat is tall (almost 7'), graceful, slender, and has black fur with a silver nose. Dresses in refined silks, with a fashionable neck ruff. Renowned for his love of poetry and his elegance in the ballroom. Dabbles in matters occult.

Demeanour (Chaotic): Refined aesthete, sadist. Delights in humiliating humans. Has a habit of smiling at uncomfortably inappropriate junctures.

Speech: Silver-tongued, eminently reasonable. Woldish, Caprice, Gaffe, Old Woldish.

Desires: To depose Lord Ramius, whom he envies and connives against. To continue cultivating the favour of Baron Hogwarsh. To unlock the arcane secrets of his semi-mythical, sorcerous ancestor Lord Gnarlgruff.

Possessions: An extensive occult library, including a tome, bound in human skin, which contains the trapped soul of a necromancer. One who gains a familiarity with the tome can command the spirit to cast a *Geas* spell once per week.

Family: Seven wives (two breggles and five humans). Malbleat is the younger half-brother (to different mothers) of Lord Ramius.

Servants: A coterie of alchemists and minor sorcerers. Two great black hounds. Groundsmen, cooks, butlers, etc., including a number of magically charmed human serv-

NOBLE BREGGLE NAMES

d20	Male	Female	Surname
1	Andred	Berryld	Barbicant
2	Craglow	Bethla	Canticreed
3	Fennig	Crandragrew	Cllern
4	Frannidore	Crewwin	Cornicus
5	Ghrend	Dweldra	Furroughby
6	Grennigore	Fannigrew	Hoblewort
7	Gryphius	Fredreth	Houndswort
8	Gwellith	Grendilore	Hraiglent
9	Hmardrus	Gwendl	Llhraigl
10	Hwardlow	Hlleth	Lockehorn
11	Llandred	Howand	Lockelope
12	Maindr	Hraigl	Malbleat
13	Nodlore	Hrannilde	Murkin
14	Olligore	Lindra	Overlocke
15	Shadgore	Llemberith	Pellicorn
16	Smenthard	Merrild	Ramius
17	Snerg	Mmereth	Shankhollow
18	Snide	Mregginor	Snidebleat
19	Wendlow	Pettigrew	Wealdleap
20	Windor	Wendliore	Wealdlore



ants. A small soldiery of shorthorns. Malbleat has the ear of **Father Dobey**, the vicar of Lankshorn (*p124*).

Location: Redwraith Manor (hex 0709).

Combat stats: Longhorn (*DMB*). Malbleat is a magician of some small talent, and has *Glyph of Sealing* and *Vapours of Dream* memorized.

LORD SIMEONE MURKIN



A middle-aged half-breggle, the only child of his deceased father (the previous Lord Murkin), who fell in love with a human woman. Murkin is auburn-haired, squat, and pot-bellied. He is of largely human appearance but for his prodigious chin-locks and one goat-like eye. Habitually clad in ill-fitting armour with a penchant for billowing silk neckerchiefs.

Demeanour (Chaotic): Pompously regal. Cruel temper driven by insecurity about not being a “proper goat-lord”.

Speech: Nasal and condescending. Affected bleating. Woldish, Caprice, Gaffe.

Desires: To imprison those behind the revolt brewing in his domain (see hex [0108](#)). To conquer House Nodlock and take Nodding Castle for himself. To undermine Lord Malbleat and Lord Ramius, bring about their painful and excruciating deaths, and rule the High Wold.

Possessions: The *Sword of Kolstoke*—a huge magical two-handed sword (fairy bane) whose hilt is inlaid with black opals. The sword is an heirloom of House Murkin, said to have been used in the wars against the Cold Prince.

Family: Murkin’s mother, now in her seventies, is imprisoned in the dungeons of Kolstoke Keep, after contradicting her son’s word one time too many. His cousin, Lady Borrid, maintains a hunting lodge in hex [0109](#).



Servants: A retinue of 12 longhorn knights known as “the Horns of Kolstoke”. A small but strengthening body of troops (in hex [0109](#)). Groundsmen, cooks, butlers, etc.

Location: Kolstoke Keep (hex [0208](#)).

Combat stats: Level 3 knight (*DMB*).

LORD SHADGORE RAMIUS



A venerable longhorn nobleman with snow-white fur, yellow eyes with red pupils, and a curly beard down to his ample belly. Ramius dresses in thickly layered regal robes embroidered with thorny roses.

Demeanour (Neutral): Cold, shrewd. Disdainful of social mores. Brilliant strategist and a wise ruler. Red pupils enlarge and contract when he is displeased.

Speech: Sweet rasping, well-considered. Woldish, Caprice, Gaffe, Old Woldish, basic Sylvan.

Desires: To keep Lord Malbleat in check by playing the Drune against him. To cultivate the trust of the Duke of Brackenwold and be granted the barony of the High Wold, supplanting the reckless Baron Hogwarsh. Failing that, to wed his daughter Berryld to the baron. To enslave the monster known as the Bicorné (hex [0510](#)) and use it as a beast of war.

Possessions: The *Thorned Eye*—a gold medallion whose curious shape is featured on the Ramius coat-of-arms. One who wears the medallion can conjure a 15’ radius area of magical darkness for 6 Turns thrice per day and can harm mortals by striking at their shadows.

Family: Widower with three sons and four daughters (including his heir, Lady Berryld, [p213](#)). Ramius is the elder half-brother (to different mothers) of Lord Malbleat.



Servants: A standing army of shorthorns and humans, commanded by his sons (longhorn knights). Groundsmen, cooks, butlers, etc.

Location: Castle Everdusk (hex [0410](#))—ancestral home of House Ramius (and of Lord Malbleat).

Combat stats: Longhorn (*DMB*).

Lankshorn

0710—High Wold market town on the edge of the wild, goat-ruled woods.

A bustling town of well-kept, stonebuilt houses, clustered around a tall-steepled church and a cobbled market square. At the rear of the town, a slope rises towards Dolmenwood, which looms ominously, a reminder of Lankshorn's position on the verge of the wild.

Inhabitants (1,100—small town): Mostly consisting of local, curly-haired folk of High Woldish origin who have made their livings in the town for many generations. A number of shorthorn breggles also dwell in Lankshorn.

Ruler: The goat-lord Malbleat (*p66*) and the Berkmaster Baldricke (*p125*)—Malbleat's representative in the town (a mayor of sorts).

Religion: As the old and well-loved church of Saint Pastery—located proudly in the town centre—attests, the people of Lankshorn are devout followers of the Pluritine Church. Lankshorners do not, however, see any contradiction in believing both the tenets of the Church and the jumble of quaint superstitions that they maintain.



Threshold to Dolmenwood

The northernmost settlement in the High Wold, Lankshorn lies within a bowshot of the forest's border, acting as one of the two main "thresholds" into Dolmenwood (the other being Castle Brackenwold, in the east).

Wrested From Lord Ramius' Domain

Twenty-two years ago, a feud among the nobles of House Ramius led to an abrupt reshaping of traditional domain boundaries in the High Wold (see *House Ramius Divided*, *p64*). It was thus that Lankshorn was wrested overnight from the domain of Lord Ramius and became part of the newly established domain of Lord Malbleat.

The Cruelty of Lord Malbleat

Lankshorners take great pride in the custom of breggle lordship over their town, regarding this as a perfectly normal state of affairs. The increasingly brazen cruelty of Lord Malbleat is, however, leading to unease in Lankshorn. Some folk speak of petitioning the Baron Hogwarsh to intervene and replace Malbleat. Others note that it was Hogwarsh who was responsible for Malbleat's appointment as lord of Lankshorn in the first place.

Goatish Blood

Over many generations, the humans and breggles of Lankshorn have partially interbred. Most Lankshorners show no evidence of this mixed heritage, but the occasional goat-like feature can be noted among the human townsfolk.

THE LANKSHORN LOOK

d6 Goatish Aspect

- 1 Goatee beard (also sometimes found on old women).
- 2 Goat eyes (sometimes a single eye only).
- 3 Goat's hoof in place of a foot.
- 4 Goat's hoof in place of a hand.
- 5 Horn-like nubs on the forehead.
- 6 Rudimentary tail ending in a tuft of coarse hair.

A Superstitious Folk

In Lankshorn, ancient pagan beliefs are blended with the strictures of the Church, forming an idiosyncratic mass of folk belief and superstition. Some example superstitions that adventurers may come across are listed below, but many more exist. PCs who transgress these edicts are likely to encounter an incredulous or frosty reception from locals.

LANKSHORN SUPERSTITIONS

d6 Superstition

- 1 It is disrespectful to travel south along the Swallow Road without carrying a little fresh milk. (This relates to the shrine to King Pusskin in hex *0711*.)
- 2 Draining one's glass completely brings ill luck. A sip should always be left for the house bogle.
- 3 Stepping over a threshold without knocking on the door first (even if the door is open!) brings ill fortune.
- 4 Bringing a sword into a dwelling without first dousing the blade with water will bring misfortune upon the household.
- 5 It is advisable to tiptoe up stairs, so as not to disturb the cob-knockers who make their homes under the boards.
- 6 Wiping one's plate clean with a fresh handkerchief brings good luck.

EQUIPMENT AVAILABILITY

Standard equipment and vehicles are available in Lankshorn at the normal price. Mounts and hounds are usually only available at the market on Moot (see *p124*). Mercenaries can only rarely be hired here, and unusual specialists (e.g. sages, spies) cannot be located.



Map Key

- | | |
|-------------------------------|-----------------------------------|
| 1. Church of St Pastery | 7. The Bladesmith |
| 2. Market Square | 8. The Man of Gold Apothecary |
| 3. Vicarage | 9. The Nuncle-Stones |
| 4. Graveyard | 10. The Ditchway |
| 5. The Hornstoat's Rest (Inn) | 11. Manor Road |
| 6. Harper's Hall | 12. Swallow Road |
| | 13. Bogway's (Tavern and Stables) |

The Lankshorn Constabulary

Clad in smart red leather armour with goat-horned helmets, the guards of the constabulary are semi-professionals drafted from the ranks of townsfolk of eligible age.

Arrival on the scene: If word of a crime is called out in the town, 1d3 guards will arrive within 1d10 minutes (1d3 Turns at night). A further 1d3 guards may arrive 10 minutes later (1d3 Turns later at night), if reinforcements are called for.

MEDIUM HUMAN—SENTIENT—ANY ALIGNMENT

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att 1 weapon (+1) Speed 30 Morale 7 XP 10

LANKSHORN ENCOUNTERS—DAY

d6 Encounter

- 1 **3d6 shorthorn** (*DMB*) soldiers bringing a caged captive to Redwraith Manor for trial before Lord Malbleat.
- 2 A company of **2d6 merchants** (plus their guards—*DMB*) from Castle Brackenwold.
- 3 A funeral procession of **3d6 townsfolk** wearing wooden goat masks, led by **Father Dobey** (*p124*).
- 4 **Berkmaster Baldricke** (*p125*) ordering folk around.
- 5 **Lord Malbleat** (*p66*) and **2d4 longhorn** (*DMB*) guards demanding impromptu taxes (10% of carried wealth).
- 6 **Sydewich Maldwort** (*p126*) haggling with a loud foreign pedlar over the price of *Memory Dust*.

LANKSHORN ENCOUNTERS—NIGHT

d6 Encounter

- 1 **1d4 masked townsfolk** furtively daubing "MALBLEAT OUT!" on walls.
- 2 **2d6 ruffians** (Level 1 thieves—*DMB*), looking for trouble.
- 3 **3d6 sprites** (*DMB*) causing mischief.
- 4 **Father Dobey** (*p124*) leading an unsuspecting youth into the woods, via the secret passage in the church.
- 5 **Lord Malbleat** (*p66*), **2d4 shorthorn** (*DMB*) guards, and **1d4 longhorn** (*DMB*) nobles driving in a fancy carriage to the Hornstoat's Rest to demand food and entertainment.
- 6 **Margerie Stallowmade** (*p125*) gossiping with a **barrow-bogey** (*DMB*) from hex 0810.

1. CHURCH OF ST PASTERY

An antique, stone church with a strikingly pointy steeple and a riot of carvings depicting gargoyles and angels battling.

Entrance: An archway lined with white marble carvings of a friar (St Pastery) laying hands beneficently on hordes of cattle.

Interior: In contrast with the church's grand exterior, the interior is simple and rustic: lacquered wooden pews, a stone block altar, and a 5'-high wooden statue of St Pastery (patron saint of butchers and well-borers) holding a meat cleaver and a shovel.

Populace: Solemn mourners and supplicants, cheery choirs. The local vicar, **Father Eggwin Dobey**, surreptitiously surveying visitors from a balcony. On Sunning mornings, most of the townsfolk attend the sermon.

Prayer: Characters praying may receive the blessing of St Pastery: the ability to cast *Cure Affliction*. See *Shrines*, p24.

Secret passage to the woods: A trapdoor is concealed beneath a stone font. Beneath, a short flight of stairs leads down to a damp tunnel that passes beneath Lankshorn and emerges in the woods in hex *O7O9*, close to the Manor Road. Father Dobey uses this tunnel to secretly come and go between Lankshorn and Redwraith Manor.

2. MARKET SQUARE

A cobbled market square at the centre of the town. Markets are held here twice a week:

Moot: Food, drink, and livestock market. Stalls hawking local produce, freshly brewed cider, and a vast array of cheeses. Horses and hounds of all kinds may also be purchased on Moot.

Sunning: General market with a mixture of stalls.

Father Eggwin Dobey—Vicar of Lankshorn

The vicar of Lankshorn is a scrawny, stooped man of advanced years with a wispy pate and flimsy spectacles. Dobey is a corrupt priest who cares little for the Church. He serves **Lord Malbleat** (p66) and is complicit in several of the goat-lord's wicked schemes.

Demeanour (Chaotic): A sharp and conniving mind, despite the doddering impression he presents. Has a habit of wagging his finger admonishingly.

Speech: Feeble, wavering. Woldish, Liturgic, Old Woldish.

Desires: To aid Lord Malbleat in defeating his half-brother **Lord Ramius** (p67) and consolidating his rule over all of the High Wold. To be instated as the Archdeacon of High-Hankle.

Possessions: A gold holy symbol of value beyond the usual means of a rural priest—a gift from Malbleat.

3. VICARAGE

A small, thatched cottage located to the south-east of the town proper, accessed by a track that winds through sheep-grazed pastures.

Inhabitants: The local vicar, **Father Dobey**, along with his maidservant, Mabble.

4. GRAVEYARD

To the rear of the vicarage lies the village's graveyard, bounded by imposing, ivy-clad walls.

Entrance: Cast iron gates engraved with Liturgic script. The writing is a traditional plea to Saint Signis the Silent that the interred dead may slumber in rest eternal. To anyone familiar with religious practices within Dolmenwood it is clear that the graveyard is under the protection of the order of Lichwards.

Gravestones: Outsiders may note the presence of goats' heads carved atop many of the gravestones.



5. THE HORNSTOAT'S REST (INN)

A high-gabled, wooden building of overhanging eaves and many-hued, lacquered panels. A wide, round door topped with a goat's skull welcomes travellers and merry-makers.

Sign: A white stoat with prominent red horns reclining on a luxurious purple couch. (This creature is a hornstoat—a fairy of local legend which is said to live in the hearts of great oak trees and mock the foolish toiling of humans.)

Common room: A cramped room with high stools crammed against the walls and a cluster of three small tables in the centre. Guests are served by the landlady, **Margerie Stallowmade**, her three sons, and her twelve-year-old daughter Willow (who is notable for having a goat's hoof in place of her left hand).

In the late evenings: The tables are often pushed together in the centre of the common room and used as an improvised stage for raucous dances or musical performances.

Guests: Local folk, pedlars, travellers, and merchants. There is a 2-in-6 chance per evening of a beloved Lankshorn resident—the sage **Farnham Ribblemead** (who rents the inn's attic suite on a permanent basis)—quietly sharing a glass of *Aspintheon* with the landlady.

The attic suite: A heavy, locked door in the inn's upper floor leads, via a steep, creaky stairway, to a plush attic suite—the home of the sage **Farnham Ribblemead**.

Services at the Hornstoat's Rest

Loggings and food: Of common quality (DPB).

Aspintheon: The preferred tippie of the proprietor, *Purple Aspintheon* (DPB) is always in stock. Favoured guests may also be offered a glass of the rarer and more infamous *Green Aspintheon* (p420).

Margerie Stallowmade—Hornstoat's Rest Landlady

A woman of some fifty years, with twinkling eyes, a broad grin, copper hoops in her ears, and a figure plump with decades of pie-eating. Since the death of her husband and two eldest sons in a pointless war a decade ago, Margerie has taken to wandering in Dolmenwood and is fascinated by its strange secrets.

Demeanour (Lawful): Presents herself to strangers as a harmless bumpkin, but has a keen ear and a sharp memory. Constantly polishes surfaces, mugs, and guests while chatting.

Speech: Incessant, rustic banter. Woldish.

Desires: To meet a real life witch or wizard. To visit Fairy. To taste the legendary *Golden Aspintheon* (p420).

Knowledge: She is acquainted with the fairy Thratlewhit (hex 0810), with whom she shares foraged blackberries and silly stories of comings and goings in Lankshorn. She knows the location of the fairy's lair, but will not share it lightly.

Farnham Ribblemead—Sage

An elderly gentleman of gangly frame, with long white hair, hawkish nose, wide mouth, and stretched, angular cheeks. Wears shabby leather traveller's garb and a pair of half-moon spectacles balanced on his nose.

Demeanour (Lawful): Jocular, high-brow, bumbling.

Speech: Lethargic drawl. Woldish, Old Woldish, Liturgic, Caprice, Gaffe, Old Drunic, Sylvan, Drunic.

Desires: Obscure scripts. Access to Malbleat's library, said to contain a large body of texts in Old Caprice.

Knowledge: Specialises in ancient languages and scripts. Apply the standard rules for hiring a sage (DPB).

6. HARPER'S HALL

A tall, lime-white manor beside a shallow lake ringed with storm-wracked elms.

Function: Harper's Hall serves a dual purpose. First and foremost, it is the town residence of Lord Malbleat, though he seldom inhabits it for longer than a night each month. Secondly, one of its side-wings comprises the dwelling of the Berkmaster and his family.

Inhabitants: The current Berkmaster (installed by Malbleat when he assumed lordship of the town) is **Clewyd Baldricke** ("His Lordship"), who lives here with his wife Almerie and four adolescent children.

Hidden fugitive: The Berkmaster harbours a young half-breggle boy who stumbled out of the Wood some months ago. Like most of his kind, the boy is a half-wit, but responds to the name "Billy" and evidences a great fear at the mention of Lord Malbleat. This fact, in conjunction with certain physical characteristics, led the Berkmaster to believe that the boy may be his grandson. He has enlisted the aid of the wizard Merridwyn Scymes (hex 0808) to discover a means of curing the boy's mental deficiencies.

Berkmaster Clewyd Baldricke

A tall, plump man of around 50 years, with densely curled, auburn hair on his head, face, and chest. He dresses in voluptuous purple velvet and wears the silver boar's head medallion hereditary to his station. Many townsfolk privately mock the Berkmaster as a self-important puppet of Lord Malbleat.

Demeanour (Neutral): Brusque, pompous, incredulous at any who would question his word.

Speech: Exaggerated booming. Woldish.

Desires: The respect of all in Lankshorn. To cure the half-goat Billy of his malady. To temper the wickedness of Lord Malbleat. (Privately worries that his lord's growing cruelty will lead to rebellion.)

Family: Eldest daughter, Bronywyn, was married to Lord Malbleat a decade ago and seldom leaves the confines of Redwraith Manor.

Servants: The local constabulary. Several informants and rumour-mongers in the town report to the Berkmaster of anything untoward.

0405

LAIR OF THE CHEESE-FIEND

Dense, gloomy, moss-carpeted woods of birch, yew, and elm. Stagnant puddles abound.

Terrain: Craggy forest (4), Dwelmfurgh

Lost/encounters: 3-in-6

Within the Ring of Chell (p22): True fairies are afflicted with a spiritual malaise; teleportation and summoning are ineffectual; magic of illusion or charm has a 2-in-6 chance of failure.

Blood-Cheese Sacs

Wanderers in this hex may come across a region where the skins of various large creatures—including breggles and humans—hang among the trees.

Inside the skins: The skins are carefully sealed into sacs, bloated and distended with their strange contents: a reddish black, cheese-like substance made from blood rather than milk. The stuff has many forms (slimy, runny, stringy, hard) and smells and tastes like cheese.

Caretaker: If players spend time investigating the skins, there is a 2-in-6 chance of the **cheese-fiend** wandering nearby, checking the state of the skins.

Giant Hut

In the centre of the cluster of blood-cheese sacs stands a ramshackle hut of giant proportions (15' high), cobbled together from stone, thatch, and branch.

Windows: Small, odd-shaped windows allow a peek inside.

Door: 10' high, of roughly nailed planks, eminently creaky.

Smell: An acrid stench of strong cheese emanates from the hut, to a near vomit-inducing potency.

Inside the Hut

The hut consists of a single room, unlit.

Inhabitant: There is a 4-in-6 chance of the **cheese-fiend** being present in the hut, either dozing or skinning a corpse.

Awful stench: The odour of strong cheese is overwhelming here; characters must **Save Versus Doom** or suffer a -1 penalty to attack rolls for 1d4 Rounds.

Corpses and skins: Dangling from the rafters is a grisly collection of fresh corpses and drying skins.

Rusty metal tank: In a corner, filled with guts and bones.

Furnishings: A great, oaken worktable and cleavers. A bed of dried leaves.

Searching: A pouch with 12 opals (150gp each) lays forgotten in a dark corner. One of the hanging corpses still wears a copper, knot-work engraved bracelet (200gp) and matching ring (a *Ring of Water Walking*).



The Cheese-Fiend

A giant woman of obese, lumpy form, 10' tall, formed entirely of different kinds of cheese: eyes oozing, pendulous breasts rubbery and bouncy, hairy regions of flagrant mould, a Swiss-cheese air-pocket mouth.

Demeanour (Chaotic): Dim-witted. Hungry. Intruders are most likely to be viewed as potential prey.

Speech: Booming vibrato. Basic, stammering Woldish.

Desires: Driven only by the urge to hunt and gorge herself on cheese. Treasures real cheese or milk (only has access to the blood-cheese that she produces).

LARGE MONSTROSITY—LOW INTELLIGENCE—CHAOTIC

Level 9 AC 12 HP 50 Saves D7 R8 H9 B10 S11

Att 2 fists (+7, 2d6) or 1 molten cheese vomit (4d6)

Speed 60 **Morale** 9 **XP** 1,350

Immunities: Bludgeoning weapons bounce off the cheese-fiend's rubbery flesh, inflicting half damage.

Molten cheese vomit (thrice a day): Affects all characters in a 10' radius area in front of the fiend's mouth. **Save Versus Blast** for half damage.

Treasure: The creature's body, if sliced into reasonably sized portions (ideally without obviously humanoid characteristics) could be sold to a discerning cheesemonger for up to 2,000gp.

THE GIANT EGG

1104

The wide, central region of the Valley of Wise Beasts. Woodland glades dotted with little Cobbin farms.

Terrain: Tangled forest (3), Valley of Wise Beasts
Lost/encounters: 2-in-6. Encounters are 2-in-6 likely to be with a patrol of 2d6 **crookhorns** (DMB) from the garrison at the Baron's tower (hex 1004). They patrol down into the Valley from the tower, meting out terrible and anarchic justice. They will certainly attempt to arrest outsiders and bring them before the Baron.

The Village of Cobton-on-the-Shiver

Beside a bend in the River Shiver sits a quaint, idyllic-seeming village of little, painted wooden houses, half human size. The village is populated by Cobbins (DMB) of many different species, industriously going about their business and scuttering from house to house.

Larger, stone buildings: Of full human size can be seen in the village square.

Crookhorn soldiers: Surly crookhorns swagger around the village, cackling and bullying the Cobbins.

Full settlement description: See p102.

The Giant Egg

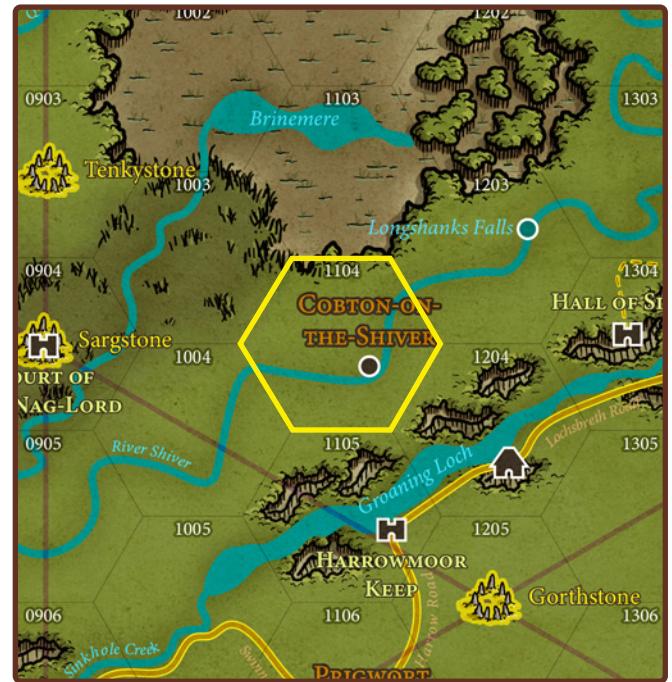
A curious farm is located in a broad glade a mile west of Cobton. Much of the glade is partitioned into fenced animal pens, where geese, domesticated quails, and miniature pigs honk and squeal. At one side stands a Cobbin-sized cottage with a giant egg perched atop its thatched roof, propped up with poles.

The egg: 7' wide, creamy white with speckles of blue. It first appeared 10 years ago, the size of a duck's egg, and has grown progressively since. Unbeknown to those who observe it, the egg is now close to hatching. In 1d6 days, a giant black cygnet—**Chrysaïs**—will emerge.

Inhabitants: A family of badger Cobbins: **Chumbra Burrowflop**, her husband **Mollow**, and their 5 cubs. The Cobbins believe they are blessed by the Nag-Lord and that a wondrous serpent-unicorn grows inside the egg.

Crookhorn patrols: There is a 3-in-6 chance of 1d6 **crookhorns** (DMB) being present, eyeing the giant egg suspiciously. **Baron Fraggleshorn** (p48) takes great interest in the egg, presuming it to be either a weapon or treasure of some kind. They do not tamper with it, for the time being.

Visitors: Are welcomed by the Cobbins, encouraged to view the marvellous egg, then hurried away before they are spotted by crookhorns.



Chumbra Burrowflop—Cobbin (Badger)

A youthful female badger with an unusual red stripe on her nose. Wears a frayed, checked dress with a wide-brimmed straw hat and copper hoop earrings.

Demeanour (Lawful): Frolicsome, excitable.

Speech: Shrill growling. Woldish, Gaffe.

Desires: Baron Fraggleshorn's praise for her devoted raising of the giant egg. Magical means of peering inside the giant egg.

Chrysaïs—Giant Cygnet

A giant black cygnet, 10' tall, with eyes and wing tips of bronze. Claims to be a prophet of the One True God sent to battle the forces of Chaos in Dolmenwood.

Demeanour (Lawful): Gentle, beatific, otherworldly.

Speech: Melodious, noble. Woldish, Liturgic.

Desires: To root out corruption, bring justice to the downtrodden, and vanquish the forces of Chaos.

Combat stats: Giant hawk (DMB). Will continue to grow, in time reaching truly gargantuan proportions (Level 24, with 24d8 HP).

1309

THIRLIGREWE'S ORCHARD

Bucolic woods decked with artfully trailing ivy. Sheep and swine happily browse the glades.

Terrain: Open forest (2), Aldweald
Lost/encounters: 1-in-6

Thirligrewe's Orchard

At the forest's edge, in a clearing surrounded by a waist-high stone wall, there sits a tiny orchard. A humble two-story cottage, leaning alarmingly sideways, adjoins it.

Strange apples: A row of gnarled crab apple trees bearing curious mauve fruits stands at the rear of the orchard. Cider brewed from the crab apples functions as *Sandor's Phantasmal Elixir* (p404). (One dose per pint consumed.)

Orchard tender: The orchard is tended and protected by **Thirligrewe Hangman**, who serves Castle Brackenwold; the orchard and cottage are the castle's property. Her most significant duty is the provision of crab apples, which she delivers to **The Roost**, a nearby inn, for onward transit to the castle. Should she catch PCs attempting to pilfer any, she runs to the Roost for help from the staff there.

Weighty tomes: A passionate reader, Thirligrewe has amassed a sizeable book collection whose sheer weight causes the cottage to lean toward the side dedicated to her study. Searching the collection for an hour yields four arcane scrolls, tucked inside a horticulture manual: *Decipher*, *Floating Disc*, *Mind Crystal*, and *Perceive the Invisible*.

The Roost (Inn)

Half a mile from the orchard, in an open glade beside Camp Road, a fantastic treehouse inn is nestled in the boughs of a trio of old beeches. The atmosphere of serenity that permeates the place is enhanced by the gentle cooing of the flocks of tame doves that perch among the inn's gables and the surrounding branches.

Sign (at the roadside): A dove contentedly nibbling hazelnuts from an open hand.

Entrance: A sweeping, wooden stairway that winds around the largest trunk or—for the audacious—a pair of rope ladders that dangle to the forest floor.

Common room: Tables and chairs densely clustered around a sweeping, circular bar. The landlady, **Zoemina Ladle**, serves with a gang of barmaids. On warm nights, doors are drawn back, joining the common room and the outside balcony. Genial flute music wafts.

Guests: Travellers, merchants, and guards. Adventurers and nobles of romantic spirit sometimes sojourn here, taken by the fanciful notion of living in a treehouse.

Services at the Roost

Lodgings and food: Of common quality (DPB).

Attic suites: Private suites, each including a small dining room, can be rented for 5gp per night.

Stabling: Excellent stables are located (at ground level) in the woods behind the inn.



Zoemina Ladle—The Roost Proprietor

A strapping, energetic woman in her late thirties, with plaited red hair and freckled complexion. Dresses in green gowns embroidered with ivy leaf motifs.

Demeanour (Neutral): Bold, spirited, gregarious. Flits between groups, seldom finishing conversations.

Speech: Strident, almost operatic. Woldish.

Desires: The company of talented musicians. To convince her lover, **Thirligrewe Hangman**, to fake her own death, escape her inherited obligation to Brackenwold, and come to live at the inn in secret.

Thirligrewe Hangman—Orchard Tender

A quiet, mousy woman of late youth with wispy hair and a penchant for berets. She works for the dukes of Brackenwold, tending the orchard as a result of a hereditary family punishment that passes to the eldest woman in the extended family. The nature of the crime that her ancestor committed—named petty mongery—is long since forgotten.

Demeanour (Lawful): Rustic intellectual.

Speech: Halting, sarcastic. Woldish, Old Woldish.

Desires: To continue her quiet job, which gives her time to read from her extensive library. To learn the ultimate destination of her apples; all she has been able to ascertain is that they are spirited by courier to Castle Brackenwold, where they are said to be used to create small but regular quantities of cider for consumption by someone within.

THE BAD APPLES

1608

Windmills, wheat fields, coppiced lanes, and duckponds.

Terrain: Farmland (2), Tithelands
Lost/encounters: 1-in-6

Cidery Road

A side road branches from King's Road to the south-east. Next to it is a sign of weather-beaten wood, reading: "CIDERY ROAD—Home to the Famed and Esteemed Titheland Cider".

Following the road: Cidery Road wends its way for several miles past apple orchards and farmhouses.

Apple orchards: Low, closely planted trees in sinuous rows wade in mounds of rotting apples. No workers can be seen.

Eating an apple: The apples are small, oxblood-red, and syrupy sweet. Humans must **Save Versus Doom**—those who fail die at dawn after sweet dreams; those who succeed suffer an evening of nightmares.

Smoke column and odour: After 2 miles, the party sees a column of smoke rising in the distance, and smells a sweet, apple-scented odour. The smoke and the odour both emanate from the *Titheland Cidery*, ahead.

Titheland Cidery

The road ends at a two-storey cidery of stone and thick timber. Before it is the source of the smoke: piles of burning apples, stoked and fed by listless, dejected workers. Alongside are several pens of pigs, feeding on apple scraps.

Speaking to the workers: They relate that last year, most of the orchard workers who sampled the inaugural batch of *Titheland Cider* (DPB) suffered screaming nightmares, while a few enjoyed pleasant dreams before dying at dawn. The workers now burn their orchards' yields, hoping to purge the trees of the blight that seems to infect them.

Reward: The cidermasters offer 1,000gp to adventurers who can discover and eliminate the cause of the blight.

Examining the pig pens: The pigs become increasingly agitated as the day gets later.

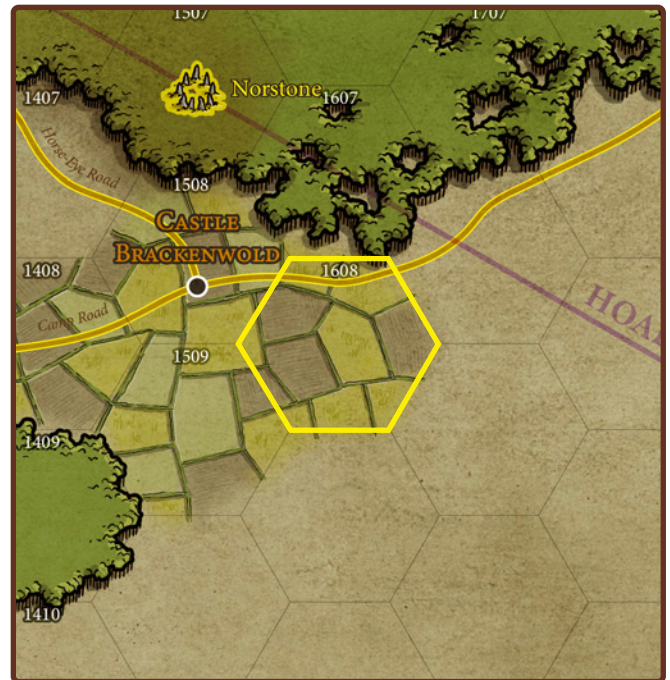
At Night

After the workers depart, the pigs leap from their pens, one after another, to merrily trot about the orchards.

Following the pigs: Ultimately leads to a clearing that glitters with fairy-light. There, the pigs gather around elf courtier (DMB) Demozel Hazel, who holds court solemnly.

Speaking with Hazel: She explains that she and her younger sister, Demozel Olive, are former ladies-in-waiting to the *Lady of Spring Unending* (p35), and are now at liberty and seeking diversion; last summer, they took up residence here. She admits to instilling the apples with a magical horror, but is shocked if told of the deaths. If asked, she can direct PCs to Olive's location.

Hazel's directions: Lead to a grove where Demozel Olive reclines serenely on a bed of fallen, rotten apples.



Demozel Hazel—Elf Courtier

Tall and plump, with long silver hair and a prominent chin. Wears a necklace of pigs' teeth, given as gifts by the pigs themselves. She wears it to please the pigs, of whom she is quite fond.

Demeanour (Neutral): Upright posture, tends to point.

Speech: Precise, forceful, and erudite. Woldish, Sylvan, High Elfish.

Desires: To enjoy the scent of nightmares on a brisk night. To discuss philosophy with local pigs.

Possessions: A pink ruby ring (500gp).

Demozel Olive—Elf Courtier

Tall and slender, with short golden curls. Wears a coronet of human teeth, extracted from local graves. She wears it to put any humans she may encounter at ease.

Demeanour (Neutral): Charming, warm, kindly.

Speech: Tsks and tuts. Woldish, Sylvan, High Elfish.

Desires: Kindly disposed towards humans, her chief desire is to put them out of their misery, poor dears, and into a nice dark grave.

Possessions: A pearl necklace (350gp).

Speaking with Olive: She patiently explains that when her sister isn't looking, she removes the magical horror from the apples and replaces it with deadly poison. She is genuinely shocked that anyone would object to this.

Evicting the elf sisters: They can only be evicted by force, or by providing them with very convincing, specific knowledge of better fun that can be had elsewhere. If either sister is attacked, the other comes to her aid immediately.

Encounter Tables

The beasts, horrors, fairies, and mortal folk one may encounter in the wilds.

Rolling an Encounter

- 1. Encounter type:** Roll 1d8 on the *Encounter Type* table. The result indicates which sub-table to consult.
 - ▶ **Aquatic encounters:** For encounters on rivers or lakes, roll directly on the Aquatic regional encounter table. Humans encountered are either on boats or the shore.
- 2. Creature:** Roll 1d20 on the indicated sub-table.
 - ▶ **Asterisk (*):** See *Normal Animals—DMB*.
 - ▶ **Dagger (†):** See *Adventurers—DMB*.
 - ▶ **Double dagger (‡):** See *Normal Humans—DMB*.
- 3. Wandering or in lair (optional):** The *DMB* lists the chance of encountering creatures in their lair (as opposed to wandering abroad). For other creatures, a basic 30% chance may be used.
- 4. Number encountered:** The dice to roll are listed after the creature's name in the encounter tables.
 - ▶ **Lair encounters:** Up to 5 times as many individuals may be encountered in the monsters' lair.
- 5. Surprise:** Roll 1d6 per side. (1–2 = surprised.)
- 6. Encounter distance:** $4d6 \times 30'$. If either side is surprised, this is reduced to $1d4 \times 30'$.
- 7. Reaction:** If the creatures' potential reaction to PCs is unclear, optionally make a reaction roll—see *Encounters, DPB*.

Activity (Optional)

Optionally, roll 1d20 to spark a quick idea about what the creature is doing when encountered.

CREATURE ACTIVITY

d20	Activity	d20	Activity
1	Celebrating	11	Lost / exploring
2	Chasing ?	12	Marking territory
3	Constructing	13	Mating / courting
4	Defecating	14	Negotiating with ?
5	Dying / wounded	15	Patrolling / guarding
6	Fleeing from ?	16	Resting / camping
7	Hallucinating	17	Ritual / magic
8	Hunting / foraging	18	Sleeping
9	In combat with ?	19	Trapped / imprisoned
10	Journey / pilgrimage	20	Washing

Question mark (?): Roll another encounter to determine the other creature involved.

ENCOUNTER TYPE

d8	Daytime		Nighttime	
	Road/Track	Wild	Fire	No Fire
1	Animal	Animal	Human	Animal
2	Human	Human	Human	Animal
3	Human	Monster	Monster	Monster
4	Monster	Sentient	Monster	Monster
5	Sentient	Regional	Sentient	Monster
6	Sentient	Regional	Sentient	Regional
7	Regional	Regional	Regional	Regional
8	Regional	Regional	Regional	Regional



COMMON ENCOUNTERS

d20	Animal	Human
1	Bat, Giant* (1d10)	Adventuring Party
2	Bear* (1d4)	Cleric† (1d20)
3	Boar* (1d6)	Crier‡ (1d6)
4	Burrowing Beetle* (2d6)	Drune—Cottager (1d3)
5	Centipede, Giant* (1d8)	Fighter† (2d6)
6	False Unicorn* (3d4)	Fortune-Teller‡ (1d3)
7	Fire Beetle, Giant* (2d6)	Friar† (1d6)
8	Fly, Giant* (2d6)	Hunter† (3d6)
9	Insect Swarm* (1d3)	Knight (Noble)† (2d6)
10	Musk Boar (1d6)	Knight† (2d6)
11	Rapacious Beetle* (2d4)	Lost Soul‡ (1d4)
12	Rat, Giant* (3d10)	Merchant‡ (1d20)
13	Red Deer* (3d10)	Pedlar‡ (1d4)
14	Shaggy Mammoth* (2d8)	Pedlar‡ (1d4)
15	Snake—Adder* (1d8)	Pilgrim‡ (4d8)
16	Stirge* (3d12)	Priest‡ (1d6)
17	Toad, Giant* (1d4)	Thief (Bandit)† (3d10)
18	Weasel, Giant* (1d6)	Thief (Bandit)† (3d10)
19	Wolf* (3d6)	Villager‡ (2d10)
20	Yegril* (3d8)	Witch (1d6)

d20	Monster	Sentient
1	Centaur—Bestial (1)	Barrowbogle (2d6)
2	Cockatrice (1d8)	Breggle—Shorthorn (6d10)
3	Ghoul (2d8)	Crookhorn (3d10)
4	Giant Ant* (4d6)	Deorling—Stag (1d6)
5	Griffon (2d8)	Elf—Courtier (1d4)
6	Headless Rider (1d6)	Elf—Knight (1d6)
7	Mogglwomp (1)	Elf—Wanderer (1d6)
8	Ogre (2d6)	Goblin (2d6)
9	Owlbear* (1d4)	Grimalkin (1d6)
10	Root Thing (1d6)	Mossling (2d8)
11	Snail, Giant—Mutant (1d3)	Nutcap (2d6)
12	Spider, Giant* (1d3)	Redcap (3d6)
13	Stirge* (3d12)	Scarecrow (1d6)
14	Treant (1d8)	Scrabey (1d4)
15	Troll (1d3)	Shape-Stealer (1d6)
16	Werewolf (1d4)	Sprite (1d4 × 10)
17	Wolf, Dire* (2d4)	Talking Animal (2d4)
18	Wyrms—Black Bile (1)	Werewolf (1d4)
19	Wyrms—Blood (1)	Wodewose (2d8)
20	Yickerwill (2d4)	Woodgrue (3d6)



REGIONAL ENCOUNTERS

d20	Aldweald	Aquatic	Dwelfurgh	Fever Marsh
1	Antler Wraith (2d4)	Adventuring Party	Antler Wraith (2d4)	Bat, Vampire* (1d10)
2	Breggle—Shorthorn (6d10)	Angler‡ (2d4)	Basilisk (1d6)	Black Tentacles (1d4)
3	Centaur—Sylvan (2d6)	Boggin (2d6)	Brambling (1d6)	Bog Salamander (1d10)
4	Deorling—Doe (4d4)	Catfish, Giant* (1d2)	Centipede, Giant* (1d8)	Centaur—Bestial (1)
5	Elf—Knight (1d6)	Crab, Giant* (1d6)	Crookhorn (3d10)	Crookhorn (3d10)
6	Elf—Wanderer (1d6)	Fly, Giant* (2d6)	Drune—Audrune (1)	Fly, Giant* (2d6)
7	Gelatinous Hulk (1d4)	Insect Swarm* (1d3)	Drune—Braithmaid (1d4)	Galosher (2d6)
8	Gloam (1)	Kelpie (1)	Drune—Cottager (1d4)	Gelatinous Hulk (1d4)
9	Goblin (2d6)	Killer Bee* (5d6)	Drune—Cottager (2d6)	Harridan (1d6)
10	Grimalkin (1d6)	Leech, Giant* (1d4)	Drune—Drunewife (1)	Insect Swarm* (1d3)
11	Headless Rider (1d6)	Madtom (3d6)	Lost Soul‡ (1d4)	Jack-o'-Lantern (2d6)
12	Pedlar‡ (1d4)	Merchant‡ (1d20)	Shadow (1d12)	Leech, Giant* (1d4)
13	Redcap (3d6)	Merfaun (2d6)	Skeleton (3d10)	Madtom (3d6)
14	Snail, Giant—Psionic (1)	Pedlar‡ (1d4)	Spider, Giant* (1d3)	Marsh Lantern (1d12)
15	Sprite (1d4 × 10)	Pike, Giant* (1)	Sprite (2d6)	Musk Boar (1d6)
16	Thief (Bandit)† (3d10)	Stirge* (3d12)	Thief (Bandit)† (3d10)	Redcap (3d6)
17	Unicorn—Pure (1d8)	Thief (Pirate)† (3d10)	Wicker Giant (1)	Shadow (1d12)
18	Wild Hunt (see p335)	Toad, Giant* (1d4)	Wight (1d8)	Toad, Giant* (1d4)
19	Witch (1d6)	Water Termite, Giant* (1d3)	Witch (1d6)	Troll (1d3)
20	Woodgrue (3d6)	Wyrms—Phlegm (1)	Wyrms—Yellow Bile (1)	Wyrms—Phlegm (1)
d20	Hag's Addle	High Wold	Mulchgrove	Nagwood
1	Banshee (1)	Barrowbogy (2d6)	Bat, Vampire* (1d10)	Atanuwë (see p47)
2	Bat, Giant* (1d10)	Breggle—Longhorn (2d6)	Bog Corpse (2d4)	Bat, Vampire* (1d10)
3	Black Tentacles (1d4)	Breggle—Shorthorn (6d10)	Bog Salamander (1d10)	Bog Corpse (2d4)
4	Bog Corpse (2d4)	Breggle—Shorthorn (6d10)	Brainconk (1d8)	Centaur—Bestial (1)
5	Bog Salamander (1d10)	Crier‡ (1d6)	Gelatinous Hulk (1d4)	Crookhorn (3d10)
6	Boggin (2d6)	Devil Goat (1d4)	Jack-o'-Lantern (2d6)	Crookhorn (3d10)
7	Galosher (2d6)	Drune—Braithmaid (1d4)	Mossling (2d8)	Crookhorn (3d10)
8	Ghoul (2d8)	Drune—Cottager (1d4)	Mossling (2d8)	Harpy (2d4)
9	Gloam (1)	Elf—Knight (1d6)	Mossling (2d8)	Harridan (1d6)
10	Leech, Giant* (1d4)	Goblin (2d6)	Mossling (2d8)	Manticore (1d4)
11	Marsh Lantern (1d12)	Grimalkin (1d6)	Mould Oracle (1d3)	Ochre Slime-Hulk (1)
12	Musk Boar (1d6)	Knight (Noble)† (2d6)	Ochre Slime-Hulk (1d3)	Ogre (2d6)
13	Shadow (1d12)	Merchant‡ (1d20)	Ochre Slime-Hulk (1d3)	Ogre (2d6)
14	Spectre (1d6)	Pedlar‡ (1d4)	Onyx Blob (1)	Owlbear* (1d4)
15	Swamp Sloth* (1d6)	Priest‡ (1d6)	Pook Morel (2d10)	Snail, Giant—Mutant (1d3)
16	The Hag (see p84)	Scrabey (1d4)	Pook Morel (2d10)	Spider, Giant (1d4)
17	Toad, Giant* (1d4)	Thief (Bandit)† (3d10)	Redslob (1d4)	Treant (Evil) (1d8)
18	Troll (1d3)	Witch (1d6)	Redslob (1d4)	Unicorn—Corrupt (1d8)
19	Unicorn—Corrupt (1d8)	Witch Owl (1d6)	Wodewose (2d8)	Wolf, Dire* (2d4)
20	Wronguncle (1)	Woodgrue (3d6)	Wronguncle (1)	Wyrms—Black Bile (1)
d20	Northern Scratch	Table Downs	Tithelands	Valley of Wise Beasts
1	Banshee (1)	Banshee (1)	Breggle—Shorthorn (6d10)	Cobbin (2d4)
2	Bat, Vampire* (1d10)	Crookhorn (3d10)	Cleric† (1d20)	Cobbin (2d4)
3	Black Tentacles (1d4)	Deorling—Doe (4d4)	Elf—Wanderer (1d6)	Cobbin (2d4)
4	Bog Corpse (2d4)	Drune—Cottager (1d4)	Fighter† (2d6)	Cobbin (4d8)
5	Bog Salamander (1d10)	Elf—Wanderer (1d6)	Friar† (1d6)	Crookhorn (3d10)
6	Deorling—Stag (1d6)	Fly, Giant* (2d6)	Gloam (1)	Crookhorn (3d10)
7	Galosher (2d6)	Ghoul (2d8)	Goblin (2d6)	Crookhorn (3d10)
8	Gloam (1)	Gloam (1)	Griffon (2d8)	Deorling—Stag (1d6)
9	Harridan (1d6)	Harpy (2d4)	Grimalkin (1d6)	Goblin (2d6)
10	Leech, Giant* (1d4)	Headless Rider (1d6)	Killer Bee* (5d6)	Grimalkin (1d6)
11	Madtom (3d6)	Lost Soul‡ (1d4)	Knight† (2d6)	Lost Soul‡ (1d4)
12	Marsh Lantern (1d12)	Peryton (2d4)	Merchant‡ (1d20)	Mossling (2d8)
13	Marsh Lantern (1d12)	Peryton (2d4)	Mossling (2d8)	Ochre Slime-Hulk (1)
14	Musk Boar (1d6)	Shadow (1d12)	Pilgrim‡ (4d8)	Ogre (2d6)
15	Redcap (3d6)	Shape-Stealer (1d6)	Pook Morel (2d10)	Owlbear* (1d4)
16	Scarecrow (1d6)	Skeleton (3d10)	Scrabey (1d4)	Redslob (1d4)
17	Shadow (1d12)	Spectre (1d8)	Sprite (1d4 × 10)	Sprite (1d4 × 10)
18	Spectre (1d8)	Wight (1d8)	Villager‡ (2d10)	Troll (1d3)
19	Wight (1d8)	Witch (1d6)	Witch (1d6)	Wodewose (2d8)
20	Witch Owl (1d6)	Woodgrue (3d6)	Woodgrue (3d6)	Woodgrue (3d6)

Magic Weapons

Swords and other weapons, imbued with arcane, fairy, or holy magic.

WEAPON TYPE		
d100	Weapon	Value (gp)
01–08	Arrows (2d6)	300 each
09–11	Battle axe	4,000
12	Club	1,500
13–14	Crossbow	2,500
15–20	Dagger	1,500
21–22	Hand axe	3,500
23	Lance	3,500
24–25	Long bow	2,500
26–43	Long sword	4,000
44–48	Mace	2,500
49	Pole arm	6,000
50–56	Quarrels (2d6)	300 each
57–59	Short bow	2,500
60–71	Short sword	2,500
72–75	Sling	1,500
76–79	Sling stones (2d6)	300 each
80–83	Spear	3,500
84	Staff	1,500
85–96	Two-handed sword	6,000
97–00	War hammer	2,500

Special powers: Weapons with a special power are valued at 50% higher than listed.

ENCHANTMENT			
d6	Enchantment Type	Chance of Special Power	Chance of Curse
1–2	Arcane	1-in-12	1-in-12
3–4	Fairy	1-in-8	1-in-4
5–6	Holy	1-in-8	1-in-6

SPECIAL POWERS			
d12	Arcane	Fairy	Holy
1	Accelerating †	Accelerating †	Chaos bane
2	Disintegrating *	Elf friend †	Defender *†
3	Dragon bane	Flaming †	Eldritch bane
4	Flaming †	Flying †	Fairy bane
5	Flying *†	Frost-rimed †	Holy radiance †
6	Frost-rimed †	Guileful †	Light bringer †
7	Giant bane	Law bane	Marshall †
8	Growing *†	Moon sight †	Succouring †
9	Impact	Mortal bane	Undead bane
10	Vampiric	Shrinking	Venger *†
11	Vanishing †	Vanishing †	Were bane
12	Venger *†	Wasting	Witch bane

*: Re-roll for missile weapons.

†: Re-roll for ammunition.

CURSES			
d8	Arcane	Fairy	Holy
1	Arrogant	Ageing	Devoted
2	Bloodthirsty	Arrogant	Devoted
3	Bloodthirsty	Avaricious	Lawful aligned
4	Doomed	Chaotic aligned	Questing
5	Doomed	Lying	Truthful
6	Neutral aligned	Mirthful	Truthful
7	Treacherous	Possessed *	Unyielding
8	Treacherous	Slumbering	Unyielding

*: Re-roll for missile weapons and ammunition.

MAGIC WEAPONS

Enchantment: All magic weapons grant the wielder a +2 bonus to Attack and Damage Rolls and are effective against monsters that can only be harmed by magic.

Magic missiles: Lose their enchantment once fired.

Magic missile weapons: If a magic missile is fired from a magic weapon, both enchantments apply. For example, firing a magic arrow from a magic bow grants a +4 bonus to the Attack and Damage Rolls.

Weapons of special metals: For metal weapons, there is an optional 1-in-6 chance of the weapon being made of either cold iron or silver.

Cursed weapons: Following the weapon's first use in battle, the wielder comes under its curse and is unwilling to relinquish it or use any other weapon. Curses can only be removed by magic (e.g. *Remove Curse*, *Hex Weaving*).

Fairy curses: Curses on fairy weapons do not affect fairies.

Types of Enchantment

Arcane: Constructed by mighty wizards. Engraved with eldritch runes or constructed of unusual materials (e.g. star-metal, iridescent crystal).

Fairy: Constructed by great fairy smiths or wrought from wondrous materials originating in Fairy. Eerie or otherworldly appearance (e.g. wreathed in shadow, rimed with frost).

Holy: Anointed in a sacred spring, blessed by a holy person, or formerly wielded by a saint. Decorated with Liturgic script or holy symbols.

SPECIAL POWERS

Accelerating: Once a day may be commanded to warp time around the wielder, enabling them to make 1 additional attack per Round for 1d4 Rounds.

Bane: Enchanted to vanquish creatures of a specific type. When used against creatures of the listed type, the weapon's damage bonus increases to +4. (Eldritch bane: creatures created or summoned by magic. Giant bane: Large humanoids. Were bane: werewolves. Witch bane: arcane spell-casters.)

Defender: Each Round of combat, the wielder may choose to apply the weapon's +2 bonus to AC instead of Attack.

Disintegrating: Victims slain by the weapon are utterly annihilated, leaving no physical remains.

Elf friend: Grants the wielder the ability to understand (but not speak) High Elfish.

Flaming: Once a day may be commanded to burst into flames for 1d6 Rounds, casting light in a 20' radius and inflicting an additional 1d6 damage per hit.

Flying: Once a day may be commanded to fly from the wielder's grasp and independently attack a foe up to 30' distant (using the wielder's Attack bonus). After 1d4 Rounds, the weapon returns to the wielder.

Frost-rimed: Once a day may be commanded to produce an aura of cold, inflicting an additional 1d6 damage per hit.

Growing: Once a day may be commanded to double in length for 1d6 Rounds, allowing the wielder to attack foes up to 10' distant.

Guileful: Once a day the wielder may cause their appearance to become completely nondescript for 1 Turn. This allows them to escape notice by any who seek them.

Holy radiance: Once a day may be commanded to manifest glorious light in a 30' radius for 1d4 Rounds. Undead within the radiance must **Save Versus Hold** or be paralysed for the duration of the light.

Impact: In addition to suffering damage, victims must **Save Versus Hold** or be flung 1d3 × 10' back.

Light bringer: Once a day may be commanded to conjure silvery light in a 15' radius for 1 hour.

Marshall: Once a day may be raised aloft to counteract fear in allies within 20'. Those afflicted with magical fear may **Save Versus Doom** to regain their courage.

Moon sight: Grants the wielder the ability to see in moonlight as if at full noon.

Shrinking: May be commanded to shrink to miniature size (2–3 inches) and to return to normal size.

Succouring: Once a day may heal 1d6+1 Hit Points to a subject touched.

Vampiric: The wielder heals 1 Hit Point on each successful hit with the weapon.

Vanishing: Once a day the wielder may disappear from sight for 1d4 Rounds. The wielder gains +4 Attack against foes that cannot detect invisible.

Venger: When the wielder is damaged in melee, they may instantly make a return attack with the weapon.

Wasting: Causes the target to age 1d6 years per hit.

CURSES

Ageing: The wielder ages 1d6 years after each combat in which the weapon is used.

Aligned: Strongly enchanted with a particular Alignment. Creatures of opposite Alignment that touch the weapon suffer 1d6 damage. (Neutral-aligned weapons harm both Lawful and Chaotic creatures.) Following the weapon's first use in battle, the wielder permanently changes to the same Alignment.

Arrogant: When the weapon is used in battle, the wielder is compelled to seek out and attack the largest foe in melee.

Avaricious: The owner's hair turns white and they become horribly possessive of the weapon, loath for others to even behold it.

Bloodthirsty: Once drawn, cannot be discarded or sheathed without drawing blood.

Doomed: Incurs a –2 penalty to Attack and Damage rolls, instead of the normal +2 enchantment bonus.

Hallowed: The wielder becomes obsessed with giving creatures slain with the weapon a proper burial.

Lying: The wielder is unable to speak entirely truthfully. Their speech is veiled in lies and half truths.

Mirthful: The wielder is prone to levity, laughter, and whimsy, even in the face of grave circumstances.

Possessed: When used in battle, the wielder must **Save Versus Spell** or come under the control of the vengeful fairy spirit that inhabits the weapon. The spirit forces the wielder into a battle frenzy for 1 Turn, wildly attacking the closest creature (be it friend or foe), until it is slain, then moving onto attack the next nearest creature.

Questing: The wielder comes under a holy quest of the referee's choosing, conveyed via prophetic dreams. Should the wielder refuse to undertake the quest, they suffer a –2 penalty to Attack Rolls and Saving Throws.

Slumbering: The wielder suffers a –4 penalty to Saving Throws versus sleep-inducing magic. Furthermore, each time they sleep, there is a 1-in-6 chance of falling into an enchanted slumber lasting 1d6 days, from which they cannot be awoken.

Treacherous: On a natural 1 Attack Roll, bends to strike the wielder, inflicting normal damage.

Truthful: The wielder is instilled with utter honesty. They are unable to lie or veil the truth.

Unyielding: When in combat with undead or supernatural creatures of Chaotic Alignment, the wielder is compelled to continue fighting until all such creatures within 60' are vanquished.



Part Seven

Monsters



Referees only—players turn back!

A small sampling of the menagerie of weird fairies, fungal monstrosities, sorcerers, magical constructs, restless spirits, pests, and odd animals found in the *Dolmenwood Monster Book*.

The gargoyle and goblin present Dolmenwood-specific takes on classic creatures of folklore and fantasy. The root thing and yickerwill provide a glimpse into the myriad brand new monsters that lurk in the wild places of Dolmenwood.

Gargoyle

Grotesque, winged religious statues of roughly human stature (4-6' tall), animated to guard treasures or holy sites. Older gargoyles become crotchety and idiosyncratic as they tire of duty.

MEDIUM CONSTRUCT—SENTIENT—ANY ALIGNMENT

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D8 R9 H10 B11 S12

Attacks 2 claws (+3, 1d3) and 1 bite (+3, 1d6)

Speed 30 **Fly** 50 **Morale** 11 **XP** 130

Encounters 1d6 (always in lair)

Behaviour Cunning, single-minded

Speech Gravelly snapping. Woldish, Liturgic

Possessions None **Hoard** C3 + R3 + M3

Surprise: On a 1–4, when waiting, statue-like.

Construct: Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Dark sight: Can see normally without light.

Immunities: Only harmed by magic or magic weapons.

Alignment: Gargoyles protecting holy sites are usually Lawful or Neutral and may parley with intruders. Gargoyles animated by happenstance (e.g. by fluctuating ley energies) may be Chaotic, delighting in dismembering any who approach them.

Appearance: Gargoyles are constructed in many forms, often shaped like heraldic beasts, chimerae, or devils. See the *Body Shape* and *Head Shape* tables.



BODY SHAPE

1 Coiled serpent.	7 Long-limbed lion.
2 Eagle.	8 Obese human.
3 Emaciated human.	9 Pudgy child.
4 Four-armed human.	10 Scaled, legless dragon.
5 Goat-hoofed human.	11 Spiky hound.
6 Lion with hawk talons.	12 Squat-limbed human.

HEAD SHAPE

1 Beady-eyed eagle.	7 Grinning cat.
2 Beaked dragon.	8 Howling lunatic.
3 Bug-eyed dog.	9 Jolly friar.
4 Cackling devil.	10 Leaf-ringed Green Man.
5 Curly-maned unicorn.	11 Petulant cherub.
6 Goat horns and beard.	12 Ram-horned cyclops.

TRAITS

1 Covered in ivy.
2 Patched with moss and lichen.
3 Damaged: missing limb, nose, claw, etc.
4 Carved from elegant, veined marble.
5 Decorates itself with necklaces and trinkets.
6 Rolling eyes, lashing tongue, and slavering maw.

LAIRS

1 The ruined remnants of a small chapel and scriptural library. Lawful gargoyles pore over the rotting tomes.
2 A walled graveyard, long forgotten. Lawful gargoyles tend to the graves, bedecking them with woodland flowers.
3 The ruined shell of a once great church, now overrun by nature. Neutral gargoyles—recently awakened—furiously labour to free the place from lichen and creeper.
4 Gold glitters amid the tumbled stones of a ruined shrine. Chaotic gargoyles hide among the statuary, waiting to ambush intruders.

Goblin

Blue-skinned fairy merchants and tricksters who ferry odd goods from Fairy to trade in Dolmenwood. Have a deep love of material wealth (except silver), rivalling that of mortals.

SMALL FAIRY—SENTIENT—NEUTRAL

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks 1 weapon (+1)

Speed 40 **Morale** 7 **XP** 35

Encounters 2d6 (no lairs in the mortal world)

Behaviour Sly, tricky, craven, whimsical

Speech Animated banter. Woldish, Sylvan

Possessions Carried by group: 2d100gp + R1 + trade goods (fairy, DCB) **Hoard** None

Cold iron: As fairies, goblins suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Goblins favour short swords, clubs, and staves.

Illusory goods: If goblins judge they can get away with it, they are 2-in-6 likely to sell illusory goods that evaporate into mist after 1 hour. Such ruses can be revealed by *Detect Magic* and similar.

Theft (once per target): If a goblin spies a tempting, valuable item in a mortal's possession, they may attempt to magically purloin it. If the victim fails a **Save Versus Hold**, the item is whisked away into the goblin's pack and replaced with an illusory replica (has a 2-in-6 chance of evaporating into mist each time it is touched). If the save succeeds, the victim feels a momentary tug on the object—the object remains in the victim's possession.

Code of hospitality: If a goblin is invited into a place by way of handwritten invitation or swearing an oath of good behaviour, they are bound by ancient rites of hospitality and are unable to use their magical abilities while within the place.

Appearance: There are many kinds of goblins in Fairy, but by mortal standards they are uniformly ugly and ungainly. All are humanoid (3'–5' tall), but they vary widely in form. See the *Body Shape* table.



TRAITS

- 1 Grinning, feline face with wiry whiskers.
- 2 Bristly, boar-like face with protruding tusks.
- 3 Wispy beard of thistledown.
- 4 Long, mouse-like nose, constantly twitching and sniffing.
- 5 Pointed ears and nose, mouth of wicked, needle fangs.
- 6 Goggle-eyed, whisking cat's tail.

BODY SHAPE

1 Crawls on all fours.	7 Rotund.
2 Gangly.	8 Slight.
3 Huge pot belly.	9 Small body, massive head.
4 Hunched.	10 Spherical, stumpy limbs.
5 Lolling head.	11 Stocky frame, tiny head.
6 Long-limbed.	12 Waifish.

ENCOUNTERS

- 1 Crowded around a **golden haired maiden** in a glade, proffering syrupy *Fairy Fruits* (DCB) upon bronze platters. Her **sister** peeks out from behind a nearby boulder, fearful of approaching the fairies.
- 2 Arguing with **1d6 scrabies** over the value of the sack of *Sclobber's Twist* (DCB—10 portions) the scrabies have for sale. The goblins wish to trade it for a trio of dewy peaches (*Fairy Fruits*—DCB).
- 3 Hastening away from an **old woman** whom they have duped with illusory trinkets of fairy silver.
- 4 Prancing around a dell to jaunty pipe music, playfully tossing a **human baby** into the air.

Root Thing

Sentient, humanoid root vegetables (4'–10' tall) that pull themselves up from the soil to hunt hapless mortals. Root things are eyeless and hunt by scent, with a horrid, rasping sniffing.

SMALL-TO-LARGE PLANT—SEMI-INTELLIGENT—CHAOTIC

Level 3 **AC** 13 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks 2 claws (+2, 1d4 + entangle)

Speed 30 **Morale** 9 **XP** 65

Encounters 1d4 (no lair)

Behaviour Cunning, bestial, ruthless lust to feed

Speech None

Possessions None **Hoard** None

Entangle: If both claw attacks hit in the same round, the victim becomes entangled in the monster's rooty grasp. An entangled victim automatically suffers 1d4 damage per Round and cannot attack. A **Save Versus Hold** is allowed, once per Round, to escape.

Bury / unearth: Root things are able to bury and unearth themselves completely in the space of 1d4 Rounds. An entangled victim who is dragged beneath the earth suffocates after a further 1d4 Rounds.

Root type: As many different kinds of root things exist as kinds of root vegetables are cultivated by mortals. See **Root Type** for some examples.

Digestion: Root things do not have a mouth, instead consuming victims by dragging them beneath the earth, to be digested over the following months, entwined in roots.

Accursed flesh: The flesh of a root thing is hearty and delicious (treat as 2d6 fresh rations per slain root thing), but inspires murder. Any who consume the flesh must **Save Versus Doom** or be compelled to attack the next person they encounter.



TRAITS

- 1 Long, grasping fingers.
- 2 Eye-like whorls on body. (Maybe they really are eyes?)
- 3 Mass of floppy foliage.
- 4 Gaping, mouth-like orifice which moans and belches.
- 5 Covered in grotesque nodules and limp, stunted arms.
- 6 Long, pointy nose.

ENCOUNTERS

- 1 Being set upon by 1d4 **woodsmen** (as Level 1 hunters), bludgeoning the root thing with the shovels they have just used to unearth it.
- 2 Burrowing into the earth, dragging a **screaming child**.
- 3 Sniffing around the camp-site of a reclining **friar**.
- 4 Hanging from a tree branch, trapped in a cage woven from thick, thorny bramble-wood. The root thing has been here for some time and has fallen into a semi-conscious state, wherein shoots and strange nodules have begun to grow from its head. The person who has trapped it may be nearby.

ROOT TYPE

- 1 **Beetroot.** Bulbous, squat, deep maroon hue. (Medium)
- 2 **Burdock.** 10' tall, spindly, bleeds sticky, white sap. (Large)
- 3 **Carrot.** Bright orange, bifurcated limbs. (Medium)
- 4 **Potato.** A cluster of nodules. (Medium)
- 5 **Radish.** Cute button-body, cheery red hue. (Small)
- 6 **Turnip.** 8' diameter, rotund and massive. (Large)

Yickerwill

Flying demi-fey monsters, 6' tall, with legs like bendy caterpillars, goggling moth-like faces, feathered bellies, and icy, fluttering wings. Murder sentient to consume their clothing.

MEDIUM DEMI-FEY—LOW INTELLIGENCE—CHAOTIC

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 2 claws (+3, 1d6) or 1 breath (+3, 2d6 + frost)

Speed 20 **Fly** 60 **Morale** 7 **XP** 90

Encounters 1d6 (day 90% in lair, night 10% in lair)

Behaviour Flighty, amoral, greedy

Speech Chattering whispers. Sylvan

Possessions None **Hoard** C4 + R4 + M1

Cold iron: As demi-fey, yickerwills suffer 1 extra point of damage when hit with cold iron weapons.

Absorb magical light: With a click of its fingers, a yickerwill can absorb light spells (e.g. *Firelight*, *Holy Light*) within 30', permanently cancelling the magic. The fairy gains 1d4 Hit Points per Rank of the spell absorbed.

Frosty breath (thrice a day): A yickerwill can exhale a whirling blast of frost, filling a cone 30' long and 20' wide at the end. All within the cone must **Save Versus Blast** or suffer 2d6 damage. All flames within the cone are extinguished.

Flammable: Suffer double damage from fire.

Antennae: Detect invisibility and magic without fail.

Nocturnal: -1 penalty to Attack Rolls and Saving Throws in the daytime.

Killed victims: Yickerwills make fast work of devouring victims' clothing, and sometimes (2-in-6) lay eggs in the corpse. Such corpses are devoured by larvae in 2 weeks.

Origin: Yickerwills are the devolved descendants of the Cold Prince's moth-faced wardrobe guards, a small number of whom lingered in Dolmenwood following his banishment into Fairy.



TRAITS

- 1 Wings and body emit a smouldering smoke.
- 2 Long, spiralling tongue folds in and out.
- 3 Rows of tiny, insectoid legs along chest.
- 4 Eye patterns on wings.
- 5 Ruff of iridescent, peacock-like feathers.
- 6 Icicles hanging from wings.

ENCOUNTERS

- 1 Gleefully feasting on the goods of a clothes merchant, pulling great armfuls of garments from his caravan. The merchant and 3 guards lie slaughtered nearby.
- 2 Attacking a hive of **killer bees** in the treetops, wishing to steal their honey.
- 3 Being attacked by a desperate company of **4d6 nutcaps**, attempting to drive the yickerwills away from their colony in the treetops nearby. The nutcaps will reward any who aid them with 3 small garnets (100gp each).
- 4 Creeping up on a group of **2d6 villagers** bathing tipsily in a bubbling brook. The yickerwills have eyes for the humans' clothing, strewn on rocks nearby.

LAIRS

- 1 A steep, rocky gully lined with silk cocoons in which the yickerwills slumber.
- 2 A storm-wracked elm festooned with cast iron lanterns formed like leering visages. While the yickerwills dream among the branches, eerie fires flicker on an off in the lanterns.
- 3 A network of grottoes formed where a stream trickles underground. The yickerwills slumber atop mounds of crushed bone in their larder cave, draped with pristine sheets of silk and linen.
- 4 The ruins of an old manor house, its windows smashed and its interior overgrown with brambles. The yickerwills roost in ancient, decrepit wardrobes in the manor's former bedchambers.

DOLMENWOOD

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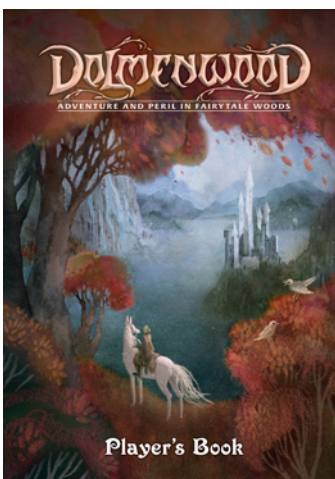
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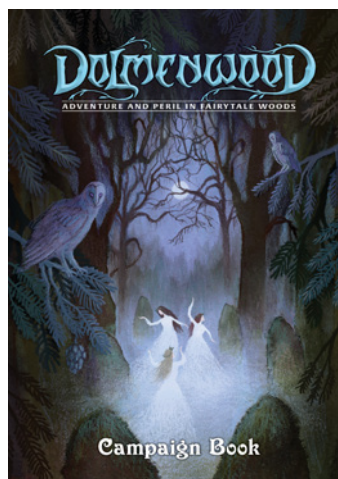
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