



Part Five

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. Fairies, on the other hand, who have magic woven into their very being, give no second thought to applying their innate powers to twist the nature of the world.

This section discusses some of the kinds of magic that player characters may be able to use, from the humble knacks of moss dwarfs to the innate glamours of fairies and the mighty runes of the elves.

Additionally, some notes regarding the usage of clerical magic by servants of the One True God are provided. The divine and arcane magic of clerics, magic-users, and their ilk otherwise functions in Dolmenwood as described in **Old-School Essentials**.

Clerical Spells

The spells bestowed upon devoted subjects of the One True God.

Servants of the One True God (e.g. clerics, friars, etc.) use the standard cleric spell list detailed in *Old-School Essentials*. The following details may be used to better weave the spells into the lore of the Dolmenwood campaign setting.

PRAYING FOR SPELLS

Devotees receive spells by praying to the pantheon of saints (see *The Saints of Dolmenwood*, p98), rather than directly to the One True God. Among the hundreds of saints in the pantheon, thirty-four are regarded as primary and have the power to bestow blessings upon those who pray to them. Each of the thirty-four major saints is associated with one spell, as indicated in the tables opposite.

CASTING SPELLS

Servants of the Church cast spells by invoking the name of the associated saint. Such invocations take the form of canonical prayers in the Liturgic tongue, the names of which are listed in the tables opposite. Players may wish to use these names when referring to spells, instead of the standard spell names.

VARIANT SPELLS [OPTIONAL RULE]

Groups wishing to further reinforce the flavour of Dolmenwood may wish to use the following variants to the standard *remove curse* and *raise dead* spells.

Remove Curse

This spell is associated with St Howarth. Following Howarth's treachery and fall from grace, *remove curse* can no longer be memorized by servants of the Church. It may be cast from scrolls as normal.

Raise Dead

As the ultimate miracle, raising the dead cannot be undertaken on a daily basis, even by high-level spell casters. Servants of the Church can memorize *raise dead* as per the standard rules (subject to the normal level limits), but can only be cast as part of a grandiose ritual in a cathedral (e.g. in Castle Brackenwold), requiring the participation of a dozen priests and the burning of rare incenses to the value of 2,000gp.



1ST LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Cure Light Wounds (Cause Light Wounds)	St Lillibeth	Breath of St Lillibeth
2	Detect Evil	St Whittery	St Whittery's vision
3	Detect Magic	St Thorm	Wisdom of St Thorm
4	Light (Darkness)	St Foggarty	St Foggarty's benediction
5	Protection from Evil	St Benester	St Benester's word
6	Purify Food and Water	St Gretchen	St Gretchen's sublimation
7	Remove Fear (Cause Fear)	St Jorrael	St Jorrael's counsel
8	Resist Cold	St Abthius	St Abthius' rebuke

2ND LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Bless (Blight)	St Gondyw	Righteousness of St Gondyw
2	Find Traps	St Gripe	Path of St Gripe
3	Hold Person	St Waylaine	St Waylaine's reproof
4	Know Alignment	St Willofrith	St Willofrith's warning
5	Resist Fire	St Hollyhock	Boldness of St Hollyhock
6	Silence 15' Radius	St Signis	Abjuration of St Signis
7	Snake Charm	St Dank	St Dank's plea
8	Speak with Animals	St Hamfast	Speech of St Hamfast

3RD LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Continual Light (Continual Darkness)	St Eggort	Devotion of St Eggort
2	Cure Disease (Cause Disease)	St Pastery	St Pastery's blessing
3	Growth of Animal	St Vinicus	Mercy of St Vinicus
4	Locate Object	St Keye	St Keye's revelation
5	Remove Curse (Curse)	St Howarth	St Howarth's grace
6	Striking	St Sedge	Courage of St Sedge

4TH LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Create Water	St Quister	St Quister's defence
2	Cure Serious Wounds (Cause Serious Wounds)	St Wick	Steadfastness of St Wick
3	Neutralize Poison	St Torphia	St Torphia's respite
4	Protection from Evil 10' Radius	St Faxis	St Faxis' abjuration
5	Speak with Plants	St Wort	Salvation of St Wort
6	Sticks to Snakes	St Horace	St Horace's requital

5TH LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Commune	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	Insect Plague	St Cornice	Amity of St Cornice
5	Quest (Remove Quest)	St Galaunt	Righteousness of St Galaunt
6	Raise Dead (Finger of Death)	St Clewyd	Mercy of St Clewyd

Elf Runes

Secret magical sigils guarded by the lords of Elfland.

ABOUT RUNES

The runes of the elves 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 elf lords and ladies and may be bestowed upon an elf of lesser rank.

Intangibility

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

ACQUIRING RUNES

As noted in the elf class (see *p40*), an elf may, upon gaining an experience level, journey into Fairy to treat with an elf lord or lady. The referee should make a reaction roll to determine which rune the character is granted:

► **Reaction roll:** Roll 2d6 modified by the character's CHA score.

► **Experience level:** If the elf is of 4th–6th level, they gain a +1 bonus. If the elf is of 7th level or above, they gain a +2 bonus.

► **Reward granted:** The table below indicates the reward granted, based on the result of the reaction roll. If a rune is granted, the exact rune should be determined at random.

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

RESULT OF PETITION

2d6	Rune Granted
2 or less	Fickle displeasure—no runes
3–7	One lesser rune
8–11	One greater rune
12 or more	One mighty rune

TODO: Illustration

USING RUNES

An elf may activate any rune they know by thought alone, without the need for any gestures or verbiage.

Usage Frequency

The magical laws governing the elf 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 experience level of the elf (i.e. not the elf's level when the rune was granted). See the table below.

Using Runes In Combat

Activating the power of a rune takes one round of concentration, similar to casting a spell. Runes take effect at the same point in the initiative sequence as spells (see *Combat* in *Old-School Essentials*). Unlike normal spell casting, however, runes cannot be disrupted in melee.

RUNE USAGE FREQUENCY

Rune Power	Elf's Current Experience Level		
	1st–4th	5th–9th	10th+
Lesser	Once per day	Twice per day	Thrice per day
Greater	Once per experience level	Once per week	Once per day
Mighty	Once ever	Once ever	Once per year

Once ever: Once this rune is used, the elf may never use it again, unless it is granted by a fairy lord or lady again.

Lesser Runes

The commonest of the elf runes, usable on a daily basis.

1. DEATHLY BLOSSOM

Duration: 1 turn or until used

Range: Appears in elf's hand

An exquisite, white rose is conjured in the elf's hand.

- **Proffering the rose:** One who smells the rose must **save versus death** or fall into a deep faint—appearing dead—for 1d6 turns.
- **Duration:** The flower remains in existence until it is used or one turn passes.

2. PROOF AGAINST MORTAL HARM

Duration: 2d6 rounds

Range: The elf

The elf is rendered completely immune to the effects of one specific type of weapon (e.g. swords, bows, claws, etc.).

3. RUNE OF INVISIBILITY

Duration: 1 turn

Range: 240'

The elf is rendered invisible to mortal sight.

- **Equipment and clothing:** Anything the elf is carrying, including clothing and armour, is rendered invisible. If the elf drops or puts an item down, it becomes visible. Light sources are rendered invisible, but the light they cast is not.
- **Attacking:** If the elf attacks while under the effects of this rune, they are rendered momentarily visible. Opponents may attack the elf in the same round or the following round, but suffer a -2 penalty to hit.

4. SWAY THE MORTAL MIND

Duration: 1 day

Range: 30'

A single mortal person must **save versus spells** or be charmed by fairy magic.

- **Friendship:** The subject's mind is swayed such that it regards the elf as a trusted friend and ally. It will defend the elf and come to their aid.
- **Communication:** The power of this rune does grant the elf any ability to communicate with the charmed person if they do not already share a language.
- **Commands:** Any commands the elf gives the charmed person will be obeyed, as long as they do not contradict the person's alignment, habits, and basic nature. Obviously harmful commands will be ignored.
- **Restrictions:** Only persons of up to 4+1 HD may be affected.

MORE RUNES TO BE ADDED...

Greater Runes

Those elf runes of great power and wide utility.

1. ARCANES UNBINDING

Duration: Instant

Range: 120'

This rune negates magical effects of arcane origin.

- **Area:** All magic in a 20' cube area is affected.
- **Spells:** Spells cast by a caster of equal or lower level than the elf are instantaneously ended. Spells cast by a caster of higher level than the elf are unaffected.
- **Magic items:** Are rendered ineffective for 1 turn.
- **Divine magic:** Spells and magic items of divine origin are unaffected.

2. FAIRY GOLD

Duration: 1d6 hours

Range: Appears on the elf's person

This rune conjures a leather bag of 2d100 gold pieces from the vaults of the fairy lord or lady who granted it. When the duration expires, they vanish.

3. FAIRY STEED

Duration: Until dawn

Range: Appears in the elf's presence

A dashing fairy charger—fleet of foot and charming of wit—is summoned to serve the elf.

- **Commands:** The fairy horse will serve the elf as a mount, in combat, or in any other capacity. It will not obey suicidal commands.
- **Gear:** The mount is equipped with saddle and bridle.

Fairy Horse: AC 8 [11], HD 3 (13hp), Att None, THAC0 17 [+2], MV 180' (60'), SV D12 W13 P14 B15 S16 (3), ML 7, AL Neutral

4. SWAY THE MONSTROUS MIND

Duration: 1 day

Range: 30'

A single mortal creature of any kind—person, beast, or monster—must **save versus spells** or be charmed by fairy magic.

- **Friendship:** The subject's mind is swayed such that it regards the elf as a trusted friend and ally. It will defend the elf and come to their aid.
- **Communication:** The power of this rune does grant the elf any ability to communicate with the charmed creature if they do not already share a language.
- **Commands:** Any commands the elf gives the charmed creature will be obeyed, as long as they do not contradict the person's alignment, habits, and basic nature. Obviously harmful commands will be ignored.

MORE RUNES TO BE ADDED...

Mighty Runes

The most secret and potent of the elf runes, sternly guarded by the lords of Fairy.

1. DREAM SHIP

Duration: 1 turn

Range: Appears in the elf's presence

A phantasmagoric galleon sails down from the sky and docks as close to the elf as is possible.

- **Passengers:** The elf and up to 12 companions may board the ship.
- **Travel:** The ship will carry the elf and companions off to any named destination within Dolmenwood.
- **The voyage:** The passengers experience a delightful voyage aboard the ship, drifting through pink clouds and encountering sylphs.
- **Duration:** Whatever the perceptual time aboard, the journey takes a mere ten minutes of real time.

2. ETERNAL SLUMBER

Duration: Permanent

Range: 20'

A mortal within range is placed into a state of stasis and eternal sleep.

- **Awakening:** The subject may only be awoken by magic or by a condition set by the elf who wields the rune.

3. RUNE OF DEATH

Duration: Instant

Range: 120'

Invoking the power of this rune brings death upon one or more mortal creatures within a 30' diameter area.

- **Hit Dice:** Up to 4d8 Hit Dice of creatures are affected.
- **Saving throw:** Each target may **save versus death** to resist. If the save fails, the creature dies.
- **Restrictions:** Only creatures with 7 Hit Dice or less are affected.

4. SUMMON WILD HUNT

Duration: 1d6 hours or until successful

Range: Appears in the elf's presence

This rune, when used, invokes the blasting of ghostly horns, summoning forth a hunting host from the wild woods of Fairy.

- **Composition:** The wild hunt is composed as follows: 4d6 fairy hounds, 4d20 elf hunters on foot, 4d20 elf hunters mounted on fairy horses, 1d6 goblin horn-blowers.
- **Hunting:** The elf may direct the fairy host to chase a specific quarry.
- **Duration:** The host remains in the mortal realm until the hunt is successful, or until 1d6 hours have passed.

Elf Hunter: AC 7 [12], HD 1 (4hp), Att 1 × short bow or short sword (1d6), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 9, AL Neutral

Fairy Horse: AC 8 [11], HD 3 (13hp), Att None, THAC0 17 [+2], MV 180' (60'), SV D12 W13 P14 B15 S16 (3), ML 7, AL Neutral

Fairy Hound: AC 7 [12], HD 1+2 (6hp), Att 1 × bite (1d6), THAC0 18 [+1], MV 150' (50'), SV D12 W13 P14 B15 S16 (1), ML 9, AL Neutral

Goblin Hornblower: AC 7 [12], HD 1 (4hp), Att 1 × dagger (1d6 or by weapon), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral

MORE RUNES TO BE ADDED...

Fairy Glamours

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

USING GLAMOURS

Glamours known: Each fairy knows a limited number of glamours, as determined by their class and level.

Usage frequency: Glamours may be used any number of times per day, unless noted in the description.

Using glamours: At most one glamour may be used per round. Unless a glamour requires concentration, the fairy may move or perform other actions in the same round as using a glamour. Using glamours may not be combined in a single round with casting spells or using elf runes.

1. AWE

The fairy's otherworldly presence is unnerving to mortals, both man and beast alike. Once per encounter, the fairy may, with a dramatic gesture, cause a group of mortals within 30' to make a morale check. If the morale check fails, up to 1 Hit Die of mortals per level of the fairy are awestruck and flee the fairy's presence.

2. BEGUILLEMENT

The fairy's words have great power over mortal minds. A single mortal, addressed by a fairy using this glamour, must save versus spells or believe the fairy's words, if only for a moment. When the moment has passed, it is immediately obvious that a magical deception has occurred.

3. BREATH OF THE WIND

An enchanted flurry of wind causes dust to billow, leaves to rustle, and so forth. While the wind blows (1d6 rounds), the fairy may move completely silently, unnoticed by any who may be listening.

4. CHANGE FACE

The fairy's facial features are malleable according to their will. Subtle features (e.g. eye colour, hair colour) may be switched in a moment. More dramatic changes take a turn of concentration to effect. It is not possible to duplicate the appearance of another using this glamour.

5. CHEER AND DISCORD

When speaking to a group of mortals, the fairy can impart a subtle sense of shared cheer or creeping discord. The longer the fairy speaks and the mortals pay heed, the more pronounced the effect. After one turn, up to one Hit Die of mortals per level of the fairy are strongly affected, either expressing great affection or anger. (These feelings are not necessarily directed towards the fairy who inspired them.)

6. CLOAK OF DARKNESS

The fairy may conjure an area of gloom and shadow about themselves, hiding them from normal sight. The cloak of shadows lasts for one round or as long as the fairy concentrates and remains motionless.

7. CONJURE TREATS

With a flourishing gesture, the fairy conjures a mortal's favourite treat (e.g. sweets, pastries, sizzling sausages, etc.) out of thin air. If the treat is offered to the subject, its disposition toward the fairy is improved. The treats are real (not illusory, but do not provide real sustenance. This glamour may be used without limit, but at most once per day on any individual subject.

8. DANCING FLAME

The fairy can command small flames (e.g. of a torch, lantern, or candle) to float through the air, disconnected from their source. By concentrating (the fairy can move, but cannot attack, cast spells, or use other glamours), a single flame can be commanded to move 10' per round. The flame dies out after 2d6 rounds.

9. DISGUISE OBJECT

An object in the fairy's hand is made to appear as something else (of similar dimensions). The glamour lasts until the object is touched by another being. Only one object at a time may be disguised by this glamour.

10. FAIRY FIRE

The fairy may cause one or more creatures within 120' to be outlined with flickering blue flame. Up to 1 Hit Die of creatures per level of the fairy may be affected. In dark conditions, missile attacks on the outlined subjects gain a +1 bonus to hit.



11. FLAME CHARM

The fairy can conjure and extinguish flame. When conjuring flame, the fairy's fingertip is wreathed in colourful fire, which may be used to ignite flammable materials or to cast light (in a 10' radius). Alternatively, one non-magical flame within 30' may be instantaneously extinguished.

12. FOOL'S GOLD

The fairy can cause copper coins to appear as gold to gullible mortals. Each mortal who views the glamour'd coins may save versus spells to see the fairy trick for what it is. Those who are taken in by the glamour remain fooled for 1d6 minutes.

13. FORGETTING

With a twinkle of the eye, the fairy causes a single mortal to forget what they just witnessed a moment before (up to 10 seconds—one combat round). The subject may save versus spells to resist the glamour. This glamour may be used without limit, but at most once per day on any individual subject.

14. MOON SIGHT

The fairy's eyes perceive night as it were day. Even the blackest tomb is perceived as if by gentle moonlight.

15. SEEMING

The fairy may make their garb appear as they wish. The glamour is only visual, however, and is revealed by touch.

16. SILVER TONGUE

By using ancient modes of the immortal tongue of Fairy, the fairy is able to communicate with any being, including dumb animals. This ability may only be used to communicate in one language per day (e.g. one mortal tongue or the speech of one species of animal).

17. SUBTLE SIGHT

The fairy has a 3-in-6 chance of spotting invisible creatures or objects, perceiving them as a faint, shimmering outline. The fairy may attack an invisible creature they have spotted with a -1 penalty to hit.

18. THROUGH THE KEYHOLE

The fairy may step through any door with a keyhole, peep-hole or other small aperture, disappearing for an instant then reappearing on the other side. Doors which are magically sealed are resistant to this glamour—the fairy must save versus spells or be thwarted. This glamour may be used without limit, but at most once per day on any individual door.

19. VANISHING

The fairy disappears from another creature's sight for one round. This glamour may be used without limit, but at most once per day on any individual subject.

20. WALK IN SHADOWS

The fairy can walk the circuitous pathways between worlds that exist in shadows, seemingly stepping out of the mortal world and, moments later, reappearing at a different location. There is a 2-in-6 chance of a suitable shadow door existing in any given 10' by 10' area of darkness. Searching for such a door takes one round. Stepping through a discovered shadow door, the fairy disappears for one round, then reappears at a random location within 60'.

Moss Dwarf Knacks

The curious semi-magical crafts practiced by moss dwarfs.

KNACKS

Each moss dwarf adventurer practices one of the following knacks, determined at random during character creation. Knacks grant special abilities at 1st, 3rd, 5th, and 7th levels.

TABLE OF KNACKS

1d6	Knack
1	Bird friend
2	Lock singer
3	Root friend
4	Thread whistling
5	Wood kenning
6	Yeast master

BIRD FRIEND

Over the course of a life spent in the depths of the forest, among the colonies of birds, the moss dwarf has learned to speak their secret languages and has earned their trust.

From 1st level: The moss dwarf can converse with birds and understand their responses (which are typically simplistic).

From 3rd level: The moss dwarf can charm a bird companion of one Hit Die or less. If the bird fails a save versus spells, it will remain in the company of the moss dwarf until it is dismissed. Only one bird may be charmed in this way at a time.

From 5th level: Once per day, the moss dwarf can relay a message via the twitterings of forest birds. The message is carried to a specific person or location within Dolmenwood and approximately reproduces a spoken message of up to ten words. The message travels at a rate of 12 miles per hour.

From 7th level: Once per day, the moss dwarf can call upon the aid of woodland birds. A flock of sparrows, starlings, thrushes, and blackbirds gathers and remains in the moss dwarf's service for 1d4 turns.

Flock of Birds: AC 7 [12], HD 3+2 (15hp), Att 1 × pecks and clawing (1d6), THAC0 16 [+3], MV 120' (40') flying, SV D12 W13 P14 B15 S16 (3), ML 7, AL Neutral

LOCK SINGER

The moss dwarf practices mysterious songs which have the power to charm locks.

From 1st level: A simple, mundane lock may be coaxed to open with a 2-in-6 chance of success per turn of singing.

From 3rd level: A brief, whispered cant persuades a lock to reveal the location of its key (or the closest key, if multiple exist). The information is conveyed via a quiet whining which only the moss dwarf can comprehend.

From 5th level: Simple, mundane locks within 30' instantly snap shut after a mere round of song.

From 7th level: The moss dwarf's singing can persuade locks of any complexity to open. Even magically sealed locks are cooperative, although in this case there is a 1-in-6 chance of the magic backfiring and sealing the moss dwarf's mouth shut for 1d4 days.

ROOT FRIEND

Dwelling in subterranean burrows, the moss dwarf has developed a keen affinity with the roots of forest plants.

From 1st level: Once per day, the moss dwarf can pose one question of a root about its surroundings. The root will answer truthfully with 1d6 words.

From 3rd level: The moss dwarf is able to summon edible roots to the surface once per day. Food enough for 1d4 people for one day is produced.

From 5th level: The moss dwarf can gain harbour in the roots of a tree or other large plant once per day. The moss dwarf is taken underground, into the plant's root system, where they may lie unnoticed for up to an hour.

From 7th level: The moss dwarf can summon a monstrous root vegetable from the earth once per day. The creature arrives at the character's location in 1d6 rounds and will obey their commands for up to 1d6 turns before fleeing into the undergrowth.

Root Thing: AC 6 [13], HD 3 (13hp), Att 2 × claws (1d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 8, AL Neutral

THREAD WHISTLING

The practice of a mysterious form of whistling grants the moss dwarf sympathetic control over threads and strings within 30'.

From 1st level: The moss dwarf can cause strings or laces to tie or untie or a woven or knitted garment to unravel.

From 3rd level: The moss dwarf can command loose threads or strings to move as they direct. The threads may be commanded to move up to 5' per round, as long as the moss dwarf sings. Commanded threads do not have the strength to attack, but may be used to pull small objects.

From 5th level: The moss dwarf can cause ropes to loosen or tighten.

From 7th level: The moss dwarf can command a rope to attack and entangle foes.

Animated Rope: AC 6 [13], HD 1 (4hp), Att 1 × throttle (1d3 + entangle), THAC0 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Neutral

► **Entangle:** When an attack is successful, the rope wraps around the victim. While entangled, the victim is unable to move. The moss dwarf may optionally command the rope to constrict the victim, inflicting 1d4 automatic damage per subsequent round.

WOOD KENNING

The moss dwarf's fingers are sensitised to the subtle vibrations of tree and wood. By spending one turn touching a wooden item or the trunk of a tree, the moss dwarf may glean knowledge.

From 1st level: The moss dwarf can learn the name of a wooden item's creator or the name of the last person to touch the wood.

From 3rd level: The moss dwarf can discern any emotions which the wood has absorbed from sentient beings. (Wood is highly sensitive to such energies.) The most recent strong emotion may be perceived.

From 5th level: The moss dwarf can gain a momentary image of what lies on the other side of a wooden door or wall.

From 7th level: The moss dwarf may learn the true name of a tree. Once per day, the moss dwarf may invoke one tree whose true name they know. The moss dwarf gains a glimpse of the tree's surroundings. (Invoking the true name of a deceased tree provokes a curious vision of the vegetable afterlife.)

YEAST MASTER

The moss dwarf has a special affinity for the yeasts and fungal spores which lurk unseen in great quantities in the deep woods. To the yeast master, who can hear their songs, these beings are a constant companion.

From 1st level: The moss dwarf can cause sweet liquids to ferment by touch at a rate of one pint per turn. The liquid is transformed to a frothy, alcoholic brew, delicious to moss dwarfs. There is a 2-in-6 chance of it being palatable to other species.

From 3rd level: The moss dwarf may commune with the yeasts in alcoholic beverages. Sipping from a drink which has been partly consumed by someone else reveals the person's name to the moss dwarf.

From 5th level: By allowing potent yeasts to ferment in their belly, the moss dwarf is able to emit a heady belch once per day. The belch may be targeted at an individual within 5', who must save versus breath weapons or faint for 1d6 rounds.

From 7th level: Summoning omnipresent micro-organisms, the moss dwarf is able to conjure a yeasty feast sufficient to feed 1d6 people for one day. The food is composed of chunks of fleshy, compacted yeast, frothing sheets of slime, and bubbles of alcoholic brew. Such a feast may only be produced once per day.

TODO: Illustration