

# Ley Lines and Standing Stones

Long has the earth magic of Dolmenwood been cultivated by the learned.

**A**s its name conveys, the Wood of Dolmens is a place brimming with monoliths, obelisks, and stone circles, erected by its inhabitants since the long forgotten past. Wandering in the woods, adventurers are bound to stumble across these stones and wonder at their origin and secrets, for even to the simple, rustic folk of the Wood, it is clear that the stones of Dolmenwood have some occult significance.

Certain stones, known as *nodals*, are indeed of great significance: marking, in the physical world, the lines of otherworldly energy that run through the Wood—the ley lines.

## LEY LINES

Ley lines—which are said to exist throughout the world—are paths of arcane earth energy that sustain the life of the land. Dolmenwood is located at a nexus of great potency: the crossing of three major ley lines. This arcane confluence heightens the occult significance and weird atmosphere of the Wood. Additionally, a fourth, artificial ley exists, curled within the western reach of the forest.

### Magical Effects of Ley Lines

Even to those not versed in the secrets of geomantic magic, ley lines have two noticeable effects:

**Arcane scent:** Arcane spell-casters perceive a supernatural sensation in hexes which a ley line passes through.

**Spell enhancement:** Spells of a certain type are enhanced when cast in hexes which a ley line passes through.

### Chell—The Witching Ring

Inscribes a circle around Lake Longmere, in the far west of the Wood. Chell is described in detail overleaf.

**Arcane scent:** The curious dual sensation of balmy heat and biting cold.

**Spell enhancement:** Arcane spells of fire, cold, or lightning inflict one additional point of damage per damage die.

### Hoad—The Line of Birthing

Runs from the north-western corner of Dolmenwood, where the woods overwhelm the fens of the Northern Scratch, through the Groaning Loch, and to the south-east of the Wood close to Castle Brackenwold.

**Arcane scent:** The feeling of having just awoken from a dream.

**Spell enhancement:** Saving throws versus arcane spells of illusion are made at a –2 penalty.

### Lamm—The Line of Woe

Inscribes a directly north-south line through central Dolmenwood, passing through the ruins of the Abbey of St Clewyd and the foetid wastes of Hag's Addle.

**Arcane scent:** The sensation of being observed by a pitiless malevolence.

**Spell enhancement:** The range of arcane spells of divination is increased by 50%.

### Ywyr—The Line of Ravens

Runs from the south-western corner of the Wood, within a mile of Nodding Castle, through the northernmost reaches of Hag's Addle, beneath the Manse of Ygraine, and to the desolate Table Downs in the north-east.

**Arcane scent:** The distant moaning of the dead.

**Spell enhancement:** Saving throws versus necromantic arcane spells (i.e. those dealing with death or undeath) are made at a –2 penalty.

## NODAL STONES

Of all the myriad stones scattered throughout Dolmenwood, the most potent are those known as *nodal stones*. These stones were erected at nexus points of great arcane power along the pulsing course of one of the major ley lines. They are coveted by any who seek arcane might. Presently, the great majority of the nodals are under the control of the Drune, with a member of their sect posted as a permanent guardian in the vicinity. The *Nodal Stones* table gives a summary of the nodals, including the name of each stone's guardian. The unique properties of each stone are described in the appropriate hex description (see *Hex Descriptions*, p104).

## LESSER STONES

While the nodal stones represent the geomantic crown jewels of Dolmenwood, they are not the only stones of magical significance in the Wood. The numerous lesser stones are not coveted like the nodals, but they are not without power. Many a glade lies under an old enchantment centred on a long-disused standing stone. The location and powers of the most important of the lesser stones are noted in the appropriate hex description (see *Hex Descriptions*, p104).



## VORPAL MONOLITHS

In addition to the four ley lines proper within Dolmenwood, those who are learned in the arts of geomancy have noted the emergence of what may be a fifth ley, tracing an east-west path through the Wood. This enigmatic proto-ley has—as yet—no arcane scent and no known magical properties; its existence is hypothesised only due to the

presence of four spectral stones that appear in specific locations (hexes 0106, 0306, 1306, 1706) under certain conditions. These stones are known collectively as vorpal monoliths.

The origin, development, and possible powers of this fifth ley line and its spectral nodal stones is a topic of great interest to those who concern themselves with the geomantic energies of Dolmenwood (i.e. primarily the Drune).

### THE NODAL STONES

| #  | Name           | Hex  | Titles                    | Ley Lines              | Guardian                              |
|----|----------------|------|---------------------------|------------------------|---------------------------------------|
| 1  | Battlestone    | 0907 | –                         | Crossing of Ywyr/Lamm  | None; abandoned                       |
| 2  | Drodh          | 0506 | The Stone of Repentance   | Central Summerstone    | Rigmirth (Audrune/stone symbiont)     |
| 3  | Endstone       | 1603 | –                         | Ywyr                   | Mathonwy (mummified Audrune)          |
| 4  | Eel            | 0503 | The Horn                  | Chell (Summerstone)    | Morgodh, “the Destroyer” (Audrune)    |
| 5  | Golokstone     | 0910 | –                         | Lamm                   | Aethogrym (Audrune)                   |
| 6  | Gorthstone     | 1205 | –                         | Crossing of Ywyr/Hoad  | Haygral (Audrune shade)               |
| 7  | Hadrwyl        | 0804 | The Sagestone             | Chell (Summerstone)    | Hermanach (Audrune)                   |
| 8  | Norstone       | 1507 | –                         | Hoad                   | Morthgwail (Audrune)                  |
| 9  | The Pelloryons | 0509 | The Three Sisters         | Crossing of Chell/Ywyr | Cadraigant (Audrune)                  |
| 10 | Radhd          | 0207 | The Stone of Law          | Chell (Summerstone)    | Grebglin (Audrune shade)              |
| 11 | Sigil          | 0304 | Sigil’s Finger; Sunfinger | Chell (Summerstone)    | Wargfole (Audrune)                    |
| 12 | Sargstone      | 0904 | The Weirdstone            | Hoad                   | Atanuwe (the Audrune Hemlack, of old) |
| 13 | Tenkystone     | 0903 | –                         | Lamm                   | Jhaelloch (Audrune; besieged)         |
| 14 | Uruzzur        | 0204 | Wetstone                  | Chell (Summerstone)    | Mestmord (Audrune shade)              |
| 15 | Yrthstone      | 0502 | The Teeming Stone         | Hoad                   | Zarlac (Audrune)                      |



# The Ring of Chell

The mighty warding effects and vulnerabilities of the artificial ley line Chell.

**C**hell is an artificial ley line which was brought into being by the unlikely alliance of the Drune, the Church, and the King of Brackenwold some 850 years ago for the purpose of banishing the Cold Prince and his frost elf armies from Dolmenwood for evermore (see *History*, p16).

Those who are learned in the arts of geomancy state that the creation of a new ley line is impossible. In the case of Chell, their wisdom holds true—Chell was not conjured from naught but is rather a diversion and shaping of the energies of another ley line, the line Ywyr.

## THE CREATION OF CHELL

The energy of Ywyr was tapped at its southernmost nodal—the circle of dolmens called *the Pelloryons*. From this foundation point, the energy of Ywyr was siphoned, in a counterclockwise direction, into a ring of arcane energy. Five great stones were called from the earth at points around the ring, tethering it. A final, central stone was summoned and, with great ritual, the ring was made permanent. These six summoned stones are known as the *summerstones*.

## THE EFFECTS OF THE WARD

Chell forms a mighty ward that to this day keeps the gates to the fairy kingdom of Frigia locked shut, barring the Cold Prince and his armies from returning to Dolmenwood. The region within the ring of Chell is affected as follows:

**The ban:** Frost elves cannot enter Dwelmfurgh. It is even impossible to physically drag a frost elf across the border.

**Inaccessible from Fairy:** No doors to or from Fairy exist and no fairy paths cross through the ring.

**Fairy malaise:** True fairies (i.e. excluding demi-fey) are afflicted by a malaise of the spirit, perceiving the shadow of death hanging heavy over all things.

**Dimensional nullity:** Magical teleportation and summoning are utterly ineffectual.

**Reality prevails:** Magic of illusion or charm is weak and hazy, having a 2-in-6 chance of failure.

## THE WARDING STONES

Chell is tethered and maintained by a set of seven nodals—six forming the ring and a seventh at its centre.

### The Pelloryons

The first and most crucial nodal on Chell is the Pelloryons (also known as the “three sisters”), the point at which the energy of Ywyr is siphoned into the warding ring.

**Appearance:** The Pelloryons consists of three towering pillars, each constructed of a single cyclopean column of chalky limestone, approximately 10’ around and 18’ in height, and carved into the likeness of different characters.

### The Summerstones

The remaining six nodals on Chell (the five stones around the ring—excluding the Pelloryons—and the central stone) are the summerstones.

**Placement:** The placement of the summerstones is not by happenstance: they are positioned at locations where, in ancient times, access to the fairy kingdom of Frigia was possible. No sign whatsoever of the fairy gates which once stood at these locations remains.

**Appearance:** Physically, the summerstones are all alike: massive shards of basalt (a black, volcanic rock), warm to the touch, approximately 8’ in diameter and 15’ high. Each is inscribed with a text in Old Woldish runes (see below).

**Frost ward:** Within 120 yards of a summerstone, a hazy warmth and a balmy stillness of the forest air pervades, reminiscent of the intoxicating days of high summer. These glades are never touched by frost or snow, even in deepest winter.

## THE RUNIC INSCRIPTION

*This stone stands by decree  
Of the triple-authority of Tolmenwode:  
King Dowellm of Brackenwold,  
The High Abbot of Wellskeep,  
The Elder Phanatarch of the Wood.  
Hereby knows fire dominion over frost.  
The gates of Frigia be shut.  
The Lord of Winter may pass no more.*

## BREAKING THE WARD

The magic that maintains the ring of Chell and its ward is of a potency and scale that modern magicians cannot equal. It is not, however, completely impervious to a concerted eldritch attack. Two main possibilities for breaking or suspending the ward exist: the summerstones may be tampered with or the source of the ley energy, the Pelloryons, may be disturbed.

## DISTURBING THE SUMMERSTONES

The summerstones are impervious to all mundane damage and to magical energy attacks of all kinds (including disintegration). They could, however, be destroyed by appropriate artifacts, relics, or specially constructed magic items. Were the warding about one or more stones to be broken or suspended, the following events would transpire.

### One Stone Disturbed

The fairy kingdom of Frigia is made once more accessible, via a subtle doorway adjacent to the stone. After 1d4 hours, frost elves and spies of the Cold Prince emerge from Frigia and race through the wood, plotting their master's return. These fairies carry fey jewellery of frost-silver and gems of crystal ice to tempt mortals to their cause. Their first goals are to contact the Prince's embassy (located in the caverns concealed behind the Falls of Naon, in hex 0504) and to locate and destroy the remaining warding stones by any means possible. They know of the weak-point at the Pelloryons and may choose to focus their attack on that site.

### Two Stones Disturbed

A freezing wind wracks the forest. In spring or summer, this causes the trees to drop their leaves in a premature autumn. Frost elf knights and their icy steeds march into the forest. They carry blasting horns which may disrupt stone, and seek out the remaining summerstones, bent on reducing them to rubble.

### Three Stones Disturbed

The armies of the Cold Prince are unleashed onto Dolmenwood, accompanied by deep snow over the whole wood. All waters freeze.

### Four or More Stones Disturbed

Chell is utterly destroyed. The earth throughout Dolmenwood shudders as the energy of the ley line Ywyr violently returns to its natural course. The ban is completely broken and the fairy gates to Frigia are reopened. The Cold Prince himself is able to return to the mortal world. His wrath brings a fey winter upon Dolmenwood for all eternity.

## DISTURBING THE PELLORYONS

As the foundation point from which the energy of the ley line Ywyr is siphoned into Chell, the Pelloryons are the most vulnerable node of the warding ring. Naturally, this means that they are also the most vigilantly guarded.

Shortly after the construction of Chell, the Drune proceeded to lay a further series of enchantments around the Pelloryons, concealing them at the centre of a maze of glamours and illusion (see hex 0509). One who manages to navigate this eldritch labyrinth may come upon the glade wherein the Pelloryons stand. The glade is under the constant watch of an Audrune, who will protect the stones with his life, should any come with malice in mind.

### Toppling the Three Sisters

If the warding hexes and guardians are overcome, the Pelloryons may be toppled with mundane might. This causes the instant and final destruction of Chell and its warding enchantment. (This has the same effects as disturbing four summerstones, see *Four or More Stones Disturbed*).

