

## 0409—GALBLIGHT

## High Wold — Hilly Forest — Lost 2-in-6 — Encounters 2-in-6

Scents of onion, turnip, and garlic. Whorled ash trees sway over a rugged, fern-infested forest floor.

## Ley Line Ywyr

Ywyr, “the line of ravens”, passes through this hex. Arcane spell-casters at times perceive the distant moaning of the dead. (See pXXX.)

## Foraging

Characters successfully foraging in this hex will find 1d2 portions of wolfsbane (see *Old-School Essentials*), in addition to the normal foraging results.

## The Hamlet of Galblight

The goat-person hamlet of Galblight lies upon the old stone High Road in the south-eastern corner of this hex.

**Gatehouse and farms:** The hamlet is little more than a disused gatehouse straddling the road with a few farms attached. Additional structures have been cobbled together from once fine stonemasonry, built upon the wreckage of dilapidated old structures.

**Ruled by Cabruc the Crowner:** This enormous one-eyed longhorn is a retainer of Lord Ramius (see hex 0410).

**North of the hamlet:** Lie onion, garlic, and turnip fields, and a vineyard specializing in bitter white grapes. These farms are toiled by many shorthorn peasants.



## At Night

There is a 2-in-6 chance of encountering a hunting party of **2d6 sleepwalking shorthorns** (see the *Dolmenwood Monster Book*) in the woods of this hex or in Galblight (even in lodgings, if PCs stay in the hamlet).

**Sleepwalkers:** The somnambulant shorthorns are hunting for sentient beings to capture and bring to the lair of the Bicorn (see hex 0510), having been roused by the enchanted whisper of that monstrosity.

**Captured sacrifices:** Will be brought to the Bicorn's lair to meet their fate (see hex 0510).

TODO: Illustration

## Cabruc the Crowner

A towering, bearded longhorn with a single glowering eye in the centre of his forehead. Wears pompous military dress uniform. A cunning leader and veteran of many military campaigns.

**Demeanour:** Brutish, dense, xenophobic.

**Speech:** Barking. Woldish, Caprice, Gaffe.

**Desires:** Become Lord Ramius' right-hand man and live in fancy rooms in Castle Everdusk.

AC 4 [15], HD 6\* (45hp), Att 1 × butt (1d10) or 1 × morningstar (1d8) or gaze, THACO 13 [+6], MV 120' (40'), SV D10 W11 P12 B13 S14 (6), ML 9, AL Chaotic, XP 350

**Gaze:** Once per day, Cabruc can use the supernatural power in his single eye to shatter a person's will. The victim must **save versus spells** or fall into a catatonic state, unable to act beyond weeping and retching until the sunrise of the following day.

## Services in Galblight

**Lodging:** 3sp per night, in a former gaol.

**Stabling and fodder:** 2sp per night at the farms, 3sp per night in a protected courtyard.

**Common food:** See the *Dolmenwood Player's Book*. Served at the Mannish Miser, a roadhouse near the entrance to the hamlet; specialties include badger's tongue pickled in bitter garlic butter, a local delicacy.

**Utterly terrible wine:** 3sp per glass.

## 0711—KING PUSSKIN'S ROAD

High Wold — Farmland — Lost 1-in-6 — Encounters 1-in-6

Quiet country lanes wind among farmers' fields and windswept hilltops.

### The Quivering Doily (Inn)

A cute, thatched-roof cottage stands amid apple orchards at a crossroads where several farm tracks cross the Swallow Road.

**Sign:** A lady's gloved hand holding a doily whose lacework hints at a smirking face.

**Common room:** Floor strewn with straw, bales as seats, barrels for tables. The landlady's pet goat, Mable, roams freely.

**Portrait:** In a place of prominence near the fireplace hangs a portrait of a fluffy pussy cat wearing a plush crown.

**Guests:** Rustic farm folk telling tall tales, playing lively fiddle music, and goggling at travellers.



### Roadside Shrine

In the northeast of this hex, close to the eaves of Dolmenwood, a gloomy shrine stands beside the winding, well-used Swallow Road beneath a weather-beaten wooden roof.

**Pussy cat portrait:** Inside can be found an old lacquered portrait of a fluffy pussy cat wearing a plush crown (identical to the one at the inn, though older and more weathered).

**Inscription:** The portrait bears an inscription: "King Pusskin's Road—travellers upon the road must leave tribute in the form of milk or mice."

**Beneath the portrait:** A small table houses an array of mouse skeletons and chipped china saucers (also enamelled with images of the regal cat).

### Tribute

Although travellers often scoff at the shrine, dismissing it as rustic nonsense, the power of King Pusskin is very real.

**Not leaving a tribute:** Anyone passing along the road without leaving a fitting tribute in the shrine will gain the displeasure of King Pusskin, manifesting upon awakening the following morning (see table below).

### The Moggle Door (Hidden)

Just under the eaves of Dolmenwood, in the far east of this hex, is a quiet glade with a circle of mouse skulls at its centre.

**Stepping into the ring:** Whisks one away to the fairy road Skipping-a-Derry (see *Fairy Roads*, p26).

**Grimalkin:** There is a 1-in-6 chance of a grimalkin (see the *Dolmenwood Monster Book*) being present here.

### Services at the Quivering Doily

**Common lodgings and food:** See the *Dolmenwood Player's Book*. Only one private room is available.

**Cider ("Lanklow's"):** The landlord's bowel-blasting scrumpy is the locals' favoured drink. 1sp a mug.

**Mead:** Is always in stock. 12sp a glass.

### Agnel Chudmorrow—Landlady

A tiny (4'5"), quick-footed woman in her middle years, white apron always pristine and brown hair tied in a long braid down her back.

**Demeanour (Lawful):** Kindly, motherly, scolds the disorderly.

**Speech:** Breathless. Broad rustic accent.

**Desires:** Fairy wines. To visit a fairy carnival.

**Family:** Husband (Lanklow) is an orchard man and cider brewer. Children are grown up and moved to High-Hankle.

**Information:** If questioned about the pussy cat portrait, Agnel will beam with pride and say: "That's our protector there: King Pusskin. When he's happy, we're safe." She will disclose nothing else about it.

### King Pusskin's Displeasure (d6)

1. Feverish dreams of being trapped in the claws of giant cats.
2. A dead mouse discovered on the pillow.
3. Cat-scratches on hands and arms.
4. An item of clothing shredded by cat claws.
5. Coughs up furballs.
6. Attacked by any dogs encountered this day.



## 0802—AVERNAL LAKE

### Nagwood — Tangled Forest — Lost 2-in-6 — Encounters 2-in-6

Gnarled old elms and oaks with twisted, eye-like whorls and branches groping like greedy fingers.

#### Misty Waters

Shrouded in mists, close to the northern borders of Dolmenwood, the Avernall Lake is placid, deep, and mysterious.

**River trade:** Barges bearing goods between Fort Vulgar and the realm to the north stick close to the northern and western banks of the lake as they make their way to Quogg's Creek, fearing the open waters and the southern banks in particular.

**Disused dock:** The trade barges sometimes halt at an old dock on the lake's northern shore.

**Passage to Fort Vulgar:** The barges may sometimes accept passengers for a fee of 1gp each to Fort Vulgar (the journey takes eight hours, from this point).



#### Days of the New Moon

**2d4 witches** (see the *Dolmenwood Monster Book*) from the local area make their way here at dawn on days of the new moon to commune with the wyrm.

**The summoning:** The witches row out onto the lake upon barges and summon the wyrm with haunting music.

**The harvest:** The wyrm hovers dreamily above the water, eyes half-shut. As the serenade continues, a small group of witches in a skiff approach its flank to milk a magical fluid from the flesh between its scales. The fluid is a poison which the witches covet

for use in their rituals.

**Intruding at peril:** Neither the witches nor the wyrm will take kindly to any intrusions on the ceremony, and will react accordingly. They will ignore those watching from a safe distance.

#### Nights of the Full Moon

On nights of the full moon, the fairy city of the Lady of Midnight (*p33*), Tainglass, can be spied glittering in the depths of the lake.

**Entering the city:** One who descends into Avernall's depths and swims towards this vision will gain entry to Tainglass, though they will lose consciousness in the process, awakening washed up on the shores of another misty lake that lies in the city's crypts.

**Lost to this world:** Such castaways from the mortal world are pitied by the fairies of Tainglass, for their memories are void and seldom return.

TODO: Illustration

#### The Sunken Keep

The partially submerged ruin of a small keep of human origin is visible 100 yards offshore, half a mile east of the mouth of Quogg's Creek. It appears to be unoccupied. The barge pilots have good reason to eschew the southern banks of the lake: a **phlegm wyrm** (see the *Dolmenwood Monster Book*) lairs in the ruin.

**The wyrm's lair:** The wyrm dwells in a flooded courtyard surrounded by crumbling 30' walls; at the base of one of them is a large jagged opening onto the lake.

**Walking along the shore:** Adventurers walking on the southern shoreline have a 2-in-6 chance of encountering the wyrm as it bathes and suns itself in the shallows.

**Exploring the submerged ruin:** PCs have a 3-in-6 chance of attracting the wyrm's attention when exploring the ruin, and will certainly do so should they enter its courtyard.

**Treasure:** In one corner of the courtyard rests a portion of the battlement that has collapsed from above and now protrudes above the waterline. Under the top layer of broken stone debris, the wyrm has stored the following: 1,500gp; a necklace of rose quartz and blue opal (1,100gp).

TODO: Illustration

## 0811—CORNEW CLIFFS

### High Wold — Hills — Lost 1-in-6 — Encounters 1-in-6

Low, flat-topped hills crisscrossed with chalky paths and dotted with boulders.

#### Encounters on Sunny Days

On sunny days, random encounters in this hex are 2-in-6 likely to be with **2d6 young women** from the farms to the northwest.

**Purpose:** The maidens come here to forage for the mushrooms known as lover's gasp that grow on the rotting tree trunks at the edge of the Wood. (These mushrooms are said to bring luck in courtship.)

**Information:** May warn PCs not to disturb the cornews (a type of fairy) who live in burrows within and beneath the rotting trunks.

#### Sandstone Cliffs

The forest ends abruptly at a shallow, sandstone cliff overlooking the rolling hills and farmlands to the west and south.

**Small caves:** Between the tangle of overhanging trees can be found numerous small caves riddled with roots.

**Searching the caves:** Aside from birds and small mammals, the caves are uninhabited. There is a 2-in-6 chance of finding a random trinket (see the *Dolmenwood Player's Book*).



#### Rotting Tree Trunks

Older trees, in their decrepitude, have stumbled over the edge of the cliff and lie rotting at its base. The trunks are covered in mushrooms of various kinds, thriving in the rotting wood sheltered beneath the cliff.

**Foraging:** Characters successfully foraging among the trunks will find mushrooms sufficient to feed 2d6 human-sized beings for a day (double the normal foraging yield—roll twice on the edible fungi table, *p122*) in addition to 1d6 portions of lover's gasp (pXXX).

**Holes in the trunks:** The larger trunks are riddled with 8" holes, leading to burrows in the trees' decomposing hearts and the earth below. Rooting around in the holes attracts the attention of **2d6 cornews**, emerging from the burrows.

**Cornew burrows:** 6' underground, at the heart of each burrow, the cornews keep their treasure: pilfered cutlery and thimbles, a handful of shiny coins (3d20cp, 1d10sp), and 1d4 pouches of shimmering moth-wing dust (see cornew monster stats).

TODO: Illustration

#### Cornews

6" tall fairies that look like pink puffballs with goggling eyes and tiny, straggling legs and arms.

**Demeanour:** Delight in entertaining visitors with their quaint, squeaking songs (in the Sylvan tongue), but will lay a curse on any who meddle with them or their burrows in the rotting wood.

**Speech:** Adorable squeaking. Sylvan, basic Woldish.

**AC** 3 [16], **HD** 1/2\* (2hp), **Att** 1 × curse or 1 × moth-wing dust, **THACO** 20 [-1], **MV** 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 6

**Pure iron:** As fairies, cornews suffer double damage from weapons of pure iron.

**Curse:** Lose the power of speech for 1d6 days (save versus spells to resist).

**Moth-wing dust:** Cornews keep pouches of magical dust from the wings of moths, which they may fetch from their lairs if seriously threatened. If thrown, the dust from a pouch causes creatures in a 5' radius to **save versus spells** or rush towards the nearest light source (possibly the sun, if outside), fascinated for 1d6 turns.



## 0908—THE HAG'S LAIR

### Hag's Addle — Swamp — Lost 3-in-6 — Encounters 3-in-6

A confusing tangle of marshy waterways, peat bogs, and mudholes. Weirdly babbling bog-lights flicker.

#### Nighttime Encounters

Nighttime random encounters in this hex are 2-in-6 likely to be with the Hag (pXXX).

#### Ley Line Lamm

Lamm, “the line of woe”, passes through this hex. Arcane spell-casters perceive the sensation of being observed by a pitiless malevolence. (See pXXX.)

#### Foraging

Characters successfully foraging in this hex will find 1d6 portions of bloodcap (see pXXX), in addition to the normal foraging results.

#### The Soul Pond

Close to the northern edge of this hex, amid the maze of streams and rivulets that seep out from the River Hameth, is a broad, marshy pool veiled in a chill, greenish mist. The pool's waters are oily black whorled with vivid mauve.

**Phantoms:** If PCs approach, grisly heads and grasping hands form in the mist, gliding above the waters towards intruders. They brush against characters' cheeks and dissipate harmlessly.

**Bathing:** One who braves the phantoms and bathes in the oily waters will be blessed with the ability to levitate for 1d6 hours.

#### The Hag's Hut (Hidden)

In the deeps of the swamps on the southern banks, travellers may come across a simple, wooden, reed-thatched shack with a single door and no windows. This is the home of the Hag (pXXX).

**Re-locating:** The hut vanishes and reappears at dawn each day, moving from place to place with a will of its own. Locating it requires characters to search anew with every visit to the hex (see Exploration, pXXX).

**By day:** The hut sits astride a hummock or other dry patch of ground amid a swampy pool or mire.

**By night:** The hut floats 10' above the surface of the gnat-plagued fen.

**Entering:** The door is not locked. The Hag gains an immediate awareness of intruders and, if elsewhere, will rush back to the hut, arriving within 1 turn.



#### Inside the Hut

Characters entering unbidden will find the hut bare and unoccupied. Only those invited by the Hag (or those who can see through illusions) will perceive the hut's true interior: a jumble of rude baskets, jars, and pots, with drying herbs hanging from the rafters and gnarled candles sputtering upon every surface. Green and orange flames flicker in a fireplace at one side, heating a great cauldron. In a corner, a reeking bundle of furs and rags serves as a bed.

**The Hag:** Broods in the hut during the day, fulfilling her accursed duty of guarding the door to Fairy (see below). At night, she wanders the marsh, foraging for herbs or victims.

**The cauldron:** A stew of questionable meats (some identifiable as humanoid), bubbling away.

**Candles:** Anguished faces can be seen in the weirdly twisted wax of some of the candles. These are the last remnants of charmed victims of the Hag.

**The fireplace:** Is a door to Fairy, during the day (see below).

**Grimalkin guards:** Five large black cats (actually grimalkins charmed to remain forever in chester—see the *Dolmenwood Monster Book*) lurk in the rafters, eyeing guests greedily. They will pounce on troublemakers; anyone damaged by them must save versus spells or be afflicted with the nightly urge to drown themselves in the bog (WIS check per night to avoid).

#### Door to Fairy

During the day, the Hag's fireplace acts as a door to Absynthe, Fairy domain of her sister, the Queen of Blackbirds (p35). The Hag is eternally bound as guardian to this door, even though she herself cannot cross its threshold.

**Entering:** Stepping past the cauldron and through the flames (which are harmless) whisks one away to Fairy.

**One-way:** The door allows entrance to Absynthe only; there is no way back. (The Hag may have knowledge—albeit dated—of other routes of escape from her sister's realm.)

**On the other side:** Characters appear amid a copse of forlorn pines upon an island in a gloomy lake. Ravens' calls pierce the frigid air, bringing word to the Queen that intruders have stepped through the Hag's portal.

## 1004—BARON FRAGGLEHORN'S TOWER

Valley of Wise Beasts — Tangled Forest — Lost 2-in-6 — Encounters 2-in-6

The wide, central region of the Valley. A region of rolling, wooded hillocks and springy grass.

### Ley Line Hoad

Hoad, “the line of birthing”, passes through this hex. Arcane spell-casters perceive the feeling of having just awoken from a dream. (See pXXX.)

### Encounters

Random encounters in this hex are 3-in-6 likely to be with a patrol of **2d6 crookhorns** (see the *Dolmenwood Monster Book*) from the garrison at the Baron's tower. They patrol down into the Valley from the tower, meting out terrible and anarchic justice.

### The River Shiver

A broad, shallow river that trickles lazily over its bed of pebbles.



TODO: Illustration

### Baron Fraggleshorn's Tower

A crooked tower stands atop a sandstone crag at the north side of the Valley, looming over the river valley like a hawk gazing down upon bunnies at play. This is the tower of **Baron Fraggleshorn** (see Atanuwe's Horde, p. XXX), crook-horn warlord and sheriff.

**Construction:** A mishmash of styles: solid cut stone at the wide base, stacked river rocks in the midsection, two wooden turrets at the top. (The middle and upper floors were piggybacked on top of the disused *Shrine to St Goodenough*.)

**Cliff and stairs:** A stair, carved into the sandstone cliffs, leads up to the foot of the tower. At the summit of the stairway, a lopsided, iron gate bars the way. It is guarded by **1d4 crookhorns** (see the *Dolmenwood Monster Book*).

**Front door:** The tower's great, oaken front door is shielded by a bent, slate-roofed porch. It is guarded by **1d4 crookhorns** (see the *Dolmenwood Monster Book*).

### Inside the Tower

**Ground floor:** The dwelling place of the 30 crookhorns under the Baron's command. A stinking, disheveled common room. A poky bed chamber packed with goat-dung and hammocks. A stairway leads down to the *Shrine to St Goodenough* (now used as a cellar).

**Middle floor:** The Baron's parlour. Plush leather furnishings, scratched up by unruly hooves and horns. A round feasting table strewn with roast game, wine bottles (1d6 worth 50gp each), and maps. **1d3 slovenly crook-horn goatwives** (treat as crook-

horns with AC 9 [10]; see the *Dolmenwood Monster Book*) lounging.

**Left tower:** The Baron's bedchamber. Foetid opulence. Dank silks and tapestries (worth 500gp if cleaned up). Hidden in the rafters is a lead box containing 200pp and a string of black pearls carved into skulls (1,000gp).

**Right tower:** The wives' quarters. The Baron's seven wives sleep here, when not otherwise engaged. They number six crookhorn goatwives (see *Middle Floor*) and one imbecilic human woman (her skull bashed in to limit her intelligence and will to escape).

### The Shrine to St Goodenough

The stairway from the common room descends to a vaulted crypt with angelic statues along two walls.

**Altar and statue of St Goodenough:** An altar stands opposite the stairway. The cherry-wood statue of St Goodenough (a plump man cradling a corn dolly) is decked with gore and the raw pelts of various animals.

**Barrels:** Casks of cheap ale stacked to one side.

**Buckets:** Wooden pails covered with damp cloths litter the floor. They contain mixtures of raw meat, bones, fat, and goat-dung.

**Prayer:** If the altar is cleaned up, a cleric or friar of the One True God who prays for 1 hour receives the blessing of St Goodenough: the ability to cast *dispel evil* once within the next 24 hours.



## 1011—BRYDGING RING

High Wold — Tangled Forest — Lost 2-in-6 — Encounters 2-in-6

Wild, pathless woods choked with brambles and knee-height, blue-flowered thistles.

### Foraging

Characters successfully foraging in this hex will find 1d3 portions of hogscap (see the *Dolmenwood Player's Book*) or prancing mandrake (see pXXX), in addition to the normal foraging results.

### Standing Stones

Three-hundred yards from the southern edge of this hex, through an area overgrown with brambles, may be found a ring of tall standing stones, clad with white-leafed ivy.

**Human remains:** At the centre of the ring is a mound of human remains—primarily bones, but possibly a fresher corpse as well, rended limb from limb. No clothing or equipment is to be found.

**Examining the stones:** Reveals weatherworn runes beneath the ivy. They are in a language lost to the utmost antiquity. If deciphered, the runes reveal litanies of praise to nameless entities, detailing awful, gruesome rituals.

**Cursed place:** Locals know this place as Brydging Ring and speak of it as a place accursed and bewitched.

**Antler wraiths:** The remains are those of captives regularly sacrificed here by a group of 7 **antler wraiths** (see the *Dolmenwood Monster Book*).

**Wraiths' hoard:** Some way to the east of the standing stones, in a shadowed glade, is an ominous boulder, under which lie buried the clothing and possessions of the antler wraiths' victims (see *The Wraiths' Hoard*). Digging under the boulder summons the wraiths within one turn.

### The Wraiths' Hoard

**Coins:** 4,980cp, 1,023sp, 993gp.

**Jewellery:** A silver ring engraved with a wyrm (30gp); a pendant shaped like a mermaid, with pearls for breasts (400gp); a platinum locket with a portrait of Lord Malbleat (400gp).

**A belt of shining fish skin:** With a buckle of silver thorns. The belt is of fairy make and bestows the ability to blend into a crowd (10 or more people) and not be clearly recalled. The owner is also cursed so as to not be able to reliably remember their own name.



### The Nymph Pool (Hidden)

A small pool of placid, pink-tinged water, hidden in a bramble-choked dell.

**In spring and summer:** 12 nymph statues stand in the water at the pool's dedge, depicted joyously splashing on another. Bathing in the pool cures a magical condition (e.g. a curse, ability score loss, one level of energy drain).

**In autumn and winter:** 12 nymph statues stand in the trees around the pool, depicted gazing mournfully at the ground, their eyes pointedly averted from the pool. Bathing in the pool permanently

halves a random ability score.

**Limit of effects:** Each character can only be affected by the pool's magic once per season.



# 1103—THE LIGHTLESS TOWER

Fever Marsh — Bog — Lost 2-in-6 — Encounters 2-in-6

Sludge-choked pools, sluggish rivulets, and sodden fens with little dry ground. The air feels thick and ailing.

## Thorny Scrub

The northern stretches of this hex take on an especially forlorn character. Wiry, black-stemmed bushes covered in vicious thorns carpet the ground up to knee-height, making passage laborious and painful.

## Brinemere

At the centre of the thorny region lies the salt-sludge of Brinemere. The surface of the lake is patched with a crust of pure white salt crystals; its grey waters are lifeless and offensively salty.



## Chantry Isle

A low, flat island of salty mud can be seen in the middle of Brinemere, formed around a rocky outcropping half a mile from the southern shore. At the centre of the island, where the land rises up slightly, a cluster of cypress trees looms conspicuously. The stand is cloaked with a sinister gloom and a deathly quiet.

## The Lightless Tower

Amid the gloomy copse of cypress trees upon Chantry Isle stands a windowless, circular tower of polished, jet black stone, three storeys tall.

### The Obsidian Mirror

A dark, scintillating mirror wrought of obsidian.

**Purpose:** This is one of the long-lost Mirrors of Embala (see *The Witches' Schemes*, p64).

**Power:** One who gazes into the mirror alone at night will see an idealised vision of themselves, stripped of all self-criticism or overreaching bravado, at the prime of their power and beauty. This increases the character's CHA by three points for the following 24 hours. In sleep, the character is wracked with feverish dreams of diving into the unfathomable darkness of the Groaning Loch, drowning in the embrace of a great serpent.

**Uniting the three mirrors:** If the three sister mirrors are united (see 0806, 0901), they have the power to reawaken the gwyrygon known as Embala of the Husk, which lies in a coma in a deep crevice at the base of the Groaning Loch.

### The Aubrathon

The tower upon Chantry Isle was constructed by a renegade Drune of great power known as the Aubrathon. Mightiest among the Drune aegis seven centuries past, the Aubrathon was expelled from his order after astrally infiltrating the vaults of the Witch Queen and absconding with the Obsidian Mirror of Embala. He haunted the fringes of Dolmenwood for some years, pursuing secretive occult schemes, before finally vanishing without a trace.

**Proof against scrying:** The tower and its contents are invisible to all forms of scrying and magic of location.

**Entrance:** A single portal—a yawning maw of blackness—grants access to its insides.

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## Inside the Tower

**Gloom:** Both magical and mundane lights dim and falter.

**The ground floor:** Is empty apart from a narrow stairway winding around the wall.

**The middle floor:** Is also empty. The stairway ends at a trapdoor, barring entry to the upper floor.

**The trapdoor:** Is of dark wood, hermetically sealed with red wax around its sides, and *wizard locked* (by a 12th level caster). Magical runes flow faintly on its surface. (If deciphered, they read "Sealed by the Will of the Aubrathon. Within lies Death".)

**The upper floor:** Is filled with a deadly, blue vapour that falls out of the trapdoor, when opened (**save vs poison at -2 or die**). At the edges of the 10'-round chamber, gargoyles carved into ancient beams of black-stained wood peer down. At the centre of the chamber, upon a basalt plinth, stands an **obsidian mirror**.



# 1107—THE WYRM CAVE

Aldweald — Tangled Forest — Lost 2-in-6 — Encounters 2-in-6

Paths crossed by many small rivulets, feeding a network of clear, still pools.

## Chasm and Lair

A great tangle of overgrown hazels and holly in the southern reaches of this hex conceals a 60' deep chasm, long forgotten.

**Cave and stream:** The chasm bottom—nearly lightless in the shade of the brush overhead—narrows to a cave-like passage at one end, from which a small stream trickles.

**Lair of Chasobrithe:** The passage descends for nearly half a mile, then opens onto a cavern, two hundred yards across. It is here that the **yellow bile wyrm Chasobrithe** makes its lair, slumbering atop a mound of treasure (see *The Wyrms' Hoard*) and the skeletal remains and rusted armaments of some sixteen knights.

**Intruding into the lair:** Will awaken the wyrm.



## The Wyrms' Hoard

**Coins:** 198,033cp, 44,290sp, 2,522gp, 1,051pp.

**30 gems:** Valued at: 7 × 10gp, 3 × 25gp, 2 × 50gp, 3 × 75gp, 4 × 100gp, 4 × 250gp, 2 × 500gp, 3 × 750gp, 2 × 1,000gp.

**Shield of Sir Windlass:** A 5' tall, oblong shield +3 of shining steel, emblazoned with the Brackenwold coat of arms and blessed by the hand of St Willofrith. The wielder may cast *light* once per day and is instilled with an utter honesty, unable to lie.

**Sword of Sir Windlass:** A broad-bladed sword +2 forged of a golden metal, inlaid with zigzag patterns in fairy silver. Of fairy make, the sword has a glamour of mirth about it—the owner is prone to levity, laughter, and whimsy.

**Ivory casket:** Engraved with an angelic choir. Worth 200gp. Contains a *potion of fire resistance* and a map—annotated in Liturgic—denoting the location of the lost relics of St Jorrael (see hex 1705).

## Chasobrithe

A yellow bile wyrm with a second, snake-necked cockerel's head growing from a scar that nearly encircles its neck.

**Demeanour (Chaotic):** Lethargy quickly evaporating to calculating fury.

**Speech:** Drawn-out rasping. Woldish, Old Woldish, Sylvan.

**Desires:** To remain undisturbed; to gather information from intruders, then eat them.

**Combat stats:** Yellow bile wyrm (see the *Dolmenwood Monster Book*) with 72hp and an extra bite attack (the cockerel head) inflicting 1d6 damage and petrifying any who fail a **save versus paralysis**.

**Vulnerability:** Sunlight.

**History:** Chasobrithe has lived in the region of Prigwort for many years and, in olden times, brought great terror upon the local folk. For the past two centuries the wyrm has lain in slumber, believed dead after being almost decapitated by the knight errant Sir Windlass (whose remains lie among the wyrm's hoard). During its long repose, the wyrm's wounds have healed, with the cockerel head having grown from the near-fatal neck wound.

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## The Shrine to St Foggarty (Hidden)

A simple, wooden wayside shrine stands lost amid a tangle of brambles and wild roses.

**Icon of St Foggarty:** A brass plaque (now heavily tarnished) engraved with an image of the saint as a pilgrim holding aloft a cup in one hand and a lantern in the other.

**Prayer:** If the shrine is cleared, a cleric or friar of the One True God who prays for 1 hour receives the blessing of St Foggarty: the ability to cast *light* once within the next 24 hours.

## 1203—THE ELDER WILLOWS

Valley of Wise Beasts — Tangled Forest — Lost 2-in-6 — Encounters 2-in-6

Tangled willow woods, thick with vines and ditches filled with mounds of decaying leaves.

### Longshanks Falls

The River Shiver plunges down into the Valley of Wise Beasts, over a set of sheer-walled, 100' sandstone cliffs.

**Caves:** Small caves pockmark the sides of the cliffs. In one of them, two fugitives from the rule of the Nag-Lord (pXXX) have made their home (see *Scruff and Stripe*).

### The Elder Willows

A cluster of seven gargantuan willow trees looms above the top of Longshanks Falls. These are known to the local talking beasts as the Elder Willows.

**Appearance:** 350' high, trunks 30' across, gnarled and misshapen. The trees are old beyond telling.

**Roots:** Several clusters of roots descend from the willows alongside the falls to the base of the Valley below. These can be used as a kind of ladder to ascend or descend the cliffs, and to reach some of the caves.

**In the boughs:** The high branches of the trees are home to colonies of **gelatinous apes** (see pXXX) and **sprites** (see the *Dolmenwood Monster Book*) of all colours.

**Lilac moss:** Just visible from ground level, the upper boughs are crusted with patches of fuzzy, lilac moss known as sclubber's twist (see pXXX). Parties of sprites lounge upon the moss and chew clumps of it. The gelatinous apes avoid the stuff. Characters who make the 300' climb may harvest 1d6 portions of the moss per hour.



### Scruff and Stripe

PCs climbing near one of the larger caves may overhear a heated exchange. Inside the cave is a makeshift camp: bedrolls and some crude cooking implements. A **crookhorn** (Scruff) and a **polecat talking beast** (Stripe) (see the *Dolmenwood Monster Book*) are loudly arguing over differences in hygienic standards.

**Intruders:** If they notice intruders into their cave, the pair will cease their bickering and confront the party. The crookhorn will demand the PCs prove they are not agents of Baron Fraggleshorn (pXXX) if they wish to live, as the polecat

postures menacingly beside him.

**History:** Originally strangers, they were imprisoned several months prior in a stockade in Cobton-on-the-Shiver (pXXX), where they were slated to be executed. They escaped together (each claiming sole credit for this accomplishment) and found their way to the cave. Having arrived at a sort of grudging accommodation, they now cooperate as unlikely (and highly quarrelsome) roommates.

### Bottom of the Valley

Following the southwesterly course of the River Shiver, the Valley of Wise Beasts widens from 100 yards across at the base of Longshanks Falls to half a mile across. The eastern end of the Valley, in this hex, is composed of wild forest and is scantily inhabited.

#### Scruff—Crookhorn

This low-ranking crookhorn's crime was being unable to correctly state whether his master, Baron Fraggleshorn, was "wickedly handsome" or "handsomely wicked."

**Demeanour (Chaotic):** Stubborn, irritable, foolishly brave. Secretly protective towards Stripe, whom he believes to be physically weaker.

**Speech:** Growling and impatient. Gaffe, halting Woldish.

**Desires:** Wavers between wanting to overthrow Fraggleshorn and wanting to leave the Valley.

**Knowledge:** The location of the shrine beneath Baron Fraggleshorn's tower (pXXX).

#### Stripe—Talking Beast (Polecat)

Arrested after bragging (falsely) of his membership in the Grey League (pXXX), Stripe is really just a failed con artist and ne'er-do-well.

**Demeanour (Neutral):** Fast-talking, with a veneer of confidence masking deep fearfulness. Secretly protective towards Scruff, whom he believes to be not too bright.

**Speech:** Riddled with flowery malapropisms. Gaffe, Woldish.

**Desires:** Unsure of his next move, but cannot imagine life outside the Valley.

**Knowledge:** The existence of the Grey League, and their meeting location (pXXX).



# 1406—THE GOLDEN WOOD

## Aldweald — Boggy Forest — Lost 3-in-6 — Encounters 3-in-6

By day, tiny golden sparkles drift down to the earth. At night, soft, green motes float into the sky.

### Encounters

Random encounters in this hex are 2-in-6 likely to be with **1d4 elf knights** (see the *Dolmenwood Monster Book*) in the service of the Earl of Yellow (**p32**), clad entirely in yellow.

### Ley Line Hoad

Hoad, “the line of birthing”, passes through this hex. Arcane spell-casters perceive the feeling of having just awoken from a dream. (See pXXX.)

### Foraging

Characters successfully foraging in this hex will find 1d4 portions of knobbled mandrake (see pXXX), in addition to the normal foraging results.

### Glowing Fungal Orbs

In the northwestern half of this hex, the trees are festooned, in all seasons, with head-sized, orb-like growths of fungus.

**Golden glow:** The orbs emit a soft, golden glow, day and night. It is on account of this glow that the region is known to local folk as the Golden Wood.

**At night:** The ambient glow of the fungi is equivalent to the light of the full moon.

**Harvesting:** Plucked orbs continue to glow for 24 hours.



### The Yellow Doors

The Golden Wood is a favoured haunt of fairies of all kinds, due to the seven portals to the Fairy realm of Whyforth (domain of the Earl of Yellow, **p32**) which exist here. The Earl's servants use these portals to come and go between Dolmenwood and Fairy. The portals are concealed by illusion, but may sometimes be spotted.

**Detection by passion:** A mortal in the throes of an extreme of emotion (madly in love, religious rapture, abject terror, etc.) has a 3-in-6 chance of spotting one of the portals when travelling through this hex.

**Detection by fairy lineage:** True fairies (that is, not demifey) have a 2-in-6 chance of noticing the presence of one of the portals.

**Detection by magic:** Spells of true seeing or detection of illusions reveal the presence of the portals.

**Appearance:** A detected portal appears as a yellow-varnished door, complete with shiny brass knob and knocker, in a natural hole or arch of some kind (a hole in the roots of a tree, beneath the intertwined branches of two willows, in a gap between two rocks, etc).

**Call of Fairy:** Mortals who perceive a portal to Whyforth (whether they enter it or not) must **save versus spells** or be forever stricken with a longing to leave the fields that we know and get lost in Fairy.

### Entering the Yellow Doors

The doors are not locked and may be used freely by those who perceive them. Those who do not see them can be pushed or dragged through.

**Size:** Whatever their apparent size in the mortal world (some seem to be no more than 2' high), the portals allow the entry of creatures up to the size of a knight on horseback.

**Peril for the uninvited:** Mortals who step into Whyforth without an invitation from the Earl of Yellow are in grave danger: a **saving throw versus death** must be made, with failure resulting in a transformation into a flowering plant.

**On the other side:** The portals in Whyforth are situated in beautiful, natural gardens of semi-sentient plants which may, at times, speak.

TODO: Illustration

## 1602—THE HILL OF HENLANN

Aldweald — Hilly Forest — Lost 2-in-6 — Encounters 2-in-6

Paths wind around, up, and down a series of rugged hills dotted with wonky cairns.

### Encounters

Random encounters here are 50% likely to be with **1d3 witches** (see the *Dolmenwood Monster Book*); these are brides of Hasturiel on pilgrimage here.

### The Sacred Hill

A low hill surrounded by dense thorn trees is situated close to the centre of this hex. All witches consider this a sacred site, calling it the Hill of Henlann.

**Ascending the hill:** Males feel their throats dry and contract; speech is hoarse and stammering.

**Urn and skulls:** At the crest of the hill stands a massive white marble urn surrounded by a grisly collection of skulls.

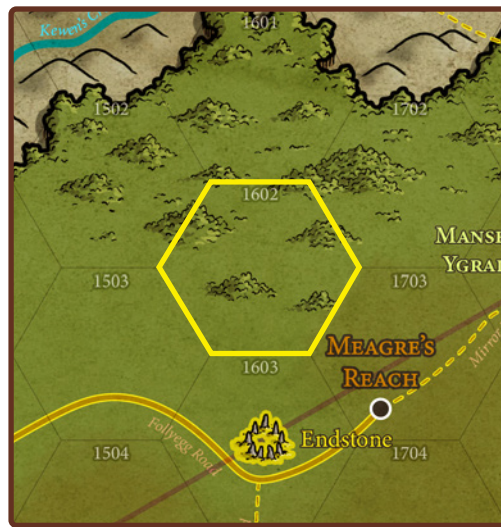
### Skulls Atop the Hill

The skulls are actually those of thirty-five corpses, each buried up to its neck.

**Bleached and weathered:** All of the heads are heavily weathered and bleached completely white, having been exposed to the elements, carrion birds, and other scavengers who dwell in the area.

**Missing jaws:** Most of the skulls are without jaws, though several are partially attached by leather-like ligaments or green cords of copper wire.

**Varnished with blood:** The skulls are coated in a varnish of dried blood. This is the menstrual blood of witches who serve the Gwyrygon Hasturiel Thrice-Crowned (pXXX), regularly applied to the skulls.



### Augury of the Dead

Though they are blind now in the mortal world, the dead of Henlann can observe events throughout Dolmenwood. Standing paralyzed atop a lonely mountain of black rock in limbo, they peer through the ethereal mists of death.

**Questioning the skulls:** The dead can make report of goings-on in Dolmenwood or answer specific questions. They speak in unison, a rasping chorus of whispers from beyond the grave.

**The price of their service:** Is an offering to Hasturiel, whom the thirty-five watchers serve eternally. The offering must be at least

800gp in value and may be deposited in the marble urn. Offerings dissolve into a green haze and are swept away by a forceful gust of wind.

**Contacting the Gwyrygon:** Hasturiel itself (see pXXX) may be addressed via Henlann's skull-augurs, though the Gwyrygon is only 20% likely to respond to a group of non-devotees.

### The Rosy Gate (Hidden)

A tangle of wild roses grows around a yawning cave mouth at the base of a gentle valley. Shimmering motes and rays of light play around the cave mouth.

**Approaching the cave:** Pushing through the briars to the entrance, PCs notice the summery scent of wildflowers and the cheery sound of birdsong emanating from the cave.

**Entering the cave:** Stepping over the threshold whisks one away to the fairy road Buttercup Lane (see *Fairy Roads*, p26).

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# 1802—THE MANSE AND THE MIRROR

Aldweald — Boggy Forest — Lost 3-in-6 — Encounters 3-in-6

Great, sweeping boughs of dreary, teal-leaved willow trees drift in a gentle breeze.

## Ley Line Ywyr

Ywyr, “the line of ravens”, passes through this hex. Arcane spell-casters perceive the distant moaning of the dead. (See pXXX.)

## The Manse of Ygraine

The trail from Meagre’s Reach wends its way through marshes, climbs a rocky incline, and ultimately leads to a sprawling, antiquated, manorial estate of many tiers, overlooking the Dark Mirror. This is the Manse of Ygraine Mordlin (pXXX).

**Wall and gates:** A great brick wall, overgrown with ivy, surrounds the manse’s grounds. The iron gates, wrought in serpentine forms, magically swing open, allowing entrance to any who dare.

**Fungal gardens:** The manor’s gardens have fallen out of use and have become overgrown with brilliant, phosphorescent bracket mushrooms.

**The manse:** The manor’s violet masonry shimmers as though always cast in the light of an unobscured sunset, falling only into darkness when the moon is high.

**The front door:** Polished greenish wood with a brass, imp-faced doorknob. The doorknob speaks, bidding visitors welcome as the door swings open.

## Inside the Manse

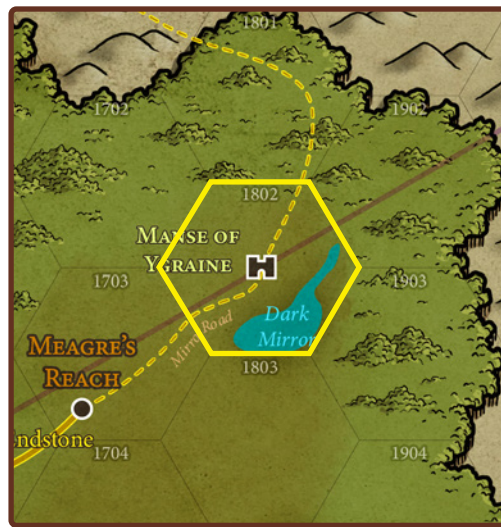
The interior is lavish—fine carpets over marble and granite flags—but the atmosphere is subdued. Courtly music and sounds of merrymaking echo through the halls, though their source is hard to locate.

**Inhabitants:** Fairy courtiers and emissaries, visiting Ygraine. A small number of servants (of possible fairy origin) tending to guests’ needs. Rugs and furnishings seem to move and clean themselves.

**The Lady Ygraine:** Is invariably indisposed, playing host to a continuous and fatiguing array of eminent fairies. She may make time to consult on matters occult.

**The great hall:** Many frescos of foreign lands line the walls, depicting images of deserts, jungles, and strange arctic skies. At the end of the great hall sits a dais and a throne upon it, where the Lady Ygraine holds her court.

**The dining hall:** Adjacent to the main hall is a grand dining hall with a large round table of fairy make. At the table sit twenty chairs of faintly glimmering fairy wood, each carved with the likeness of an important fairy personage (including each of the nobles described under *Fairy Nobles and Their Dominions*, p30).



**The nodal crypt:** In a secret crypt amid the manse’s foundations stands the obsidian obelisk called Phandrwyl—the hidden fifth nodal of the ley line Ywyr. The crypt is warded by such dread magic that even the Drune do not know of the stone’s existence. Ygraine draws much of her power hence.

**Guest rooms, libraries, cloisters:** Half a dozen floors filled with guest rooms and amenities for those staying in the manse, a few private libraries, a small set of religious cloisters for deities pagan, foreign, and that of the Church.

**Studios:** An art studio of half-finished portraits and a small museum to the pottery of ancient goat-people.

**Postern gate:** Manned by speaking owls, leading to a sharp drop over the Dark Mirror.

**The chambers of Ygraine:** Above this all, and accessible to few, is the spiral staircase which leads into the highest tower of the Manse. Overlooking the Dark Mirror, within dwells Ygraine, the Sorceress.

## The Dark Mirror

Below the Manse runs the Dark Mirror. The lake’s blackened waters are illuminated by the glamour of starlight, and perpetually reveal a reflection of a benighted sky, even in the day. The lake is part of the mortal dominion of the Duke Who Cherishes Dreams, a fairy noble and sometime ally of Ygraine.

## The Dark Mirror At Night

There is a 3-in-6 chance that several of the Duke’s pale, swan-like ships will slowly take form on the lake.

**Dredging of dreams:** The ships’ fairy sailors dredge the lake bed, collecting the dreams of the mortal folk of Dolmenwood, which pool here, for inclusion in the Duke’s libraries.

**Passengers and cargo:** While once the ships ferried the Duke’s courtiers, tribute, and gifts of friendship to the Manse, and at times even the Duke himself, they now carry only spies and diplomats, due to the current unease between the Duke and Ygraine (pXXX).

**Entry to Fairy:** Those boarding the ships will be transported to Hypnagogia, the Fairy domain of the Duke Who Cherishes Dreams.