



Part Seven

Appendices



A miscellany of background information, rules, and procedures that may be of use to groups who cherish little details to add flavour to the campaign.

Procedures for exploring the wilds of Dolmenwood are presented, along with details on fishing, foraging, and hunting, and optional rules for camping wild. (The *Dolmenwood Campaign Book* provides further detail on the subject of wilderness survival, for the referee.)

The calendar used by the people of Dolmenwood is recounted, in addition to the character of the four seasons in the Wood, the cycles of the moon, and the influence of the moon's phase on the fates of mortal folk.

Lastly, the nobles houses of Dolmenwood and the thirty-four major saints of the Church of the One True God are described. These details may be of interest to players of knight, cleric, or friar PCs.

Exploration

The basic procedures for travelling and exploring in Dolmenwood.

Dolmenwood consists of twelve different types of terrain. Terrain type affects a number of exploration procedures, including travel speed and getting lost—see the **Terrain Types** table. The standard rules and procedures for overland travel (see **Wilderness Adventuring** in *Old-School Essentials*) should be used.

TRACKS AND ROADS

Dolmenwood is crisscrossed with small, meandering, woodland paths which do not aid travel in any meaningful way. Useful pathways which connect two settlements or other locations are classified into two types, as follows.

Tracks: Either well-defined but seldom frequented paths or roads which were once maintained but which have fallen into disuse. Following a track does not speed up travel, but reduces the chance of getting lost.

Roads: Following a maintained road negates the risk of getting lost (except under the most extreme weather conditions) and greatly increases travel speed.

HORSES, WAGONS, AND CARTS

Mounts and vehicles are convenient means of travelling quickly with heavy loads, but become incredibly inconvenient when characters wish to explore off-road. The difficulty of terrain (see the **Terrain Types** table) determines whether mounts and vehicles may be used or not.

Horses: May be ridden along any road or track. Off-road, horses may be ridden in light terrain and may be led through moderate terrain; they may not enter severe terrain.

Wagons and carts: May travel along any road or track. Off-road, wagons and carts may only travel through light terrain; they may not enter moderate or severe terrain.

SEARCHING HEXES

Some hexes on the Dolmenwood campaign map contain features which are hidden from plain sight and which will not be noticed by a party simply wandering through the area. Hidden features can be found by searching a hex.

Time required: Searching a hex reduces the number of miles the party can travel that day. The reduction depends on the difficulty of the terrain (see the **Terrain Types** table):

- ▶ **Light terrain:** 6 miles.
- ▶ **Moderate terrain:** 8 miles.
- ▶ **Severe terrain:** 9 miles.

LOSING DIRECTION

There is a chance of getting lost in the wilds of Dolmenwood, rolled by the referee once per day. The probability of getting lost depends on the terrain being explored and the visibility conditions—see the **Terrain Types** table.

When to roll for getting lost: Typically, the roll for getting lost is made at the start of the travel day. If the party starts the day travelling along a road (no chance of getting lost), the roll for getting lost is made when they leave the road.

Following a track: When following a track, there is a 1-in-6 chance of getting lost. In hazy visibility (e.g. mist, driving rain, or falling snow), the chance is 2-in-6. In poor visibility (e.g. fog or a blizzard), the chance is 3-in-6.

Following a road: Only under the most extreme circumstances is there a chance of getting lost while following a maintained road. In poor visibility (e.g. fog or a blizzard), there is a 1-in-6 chance of getting lost.

If a hunter is in the party: There is a 3-in-6 chance of the hunter being able to find the path again, if the party gets lost.

TODO: Illustration

TERRAIN TYPES

Terrain	Difficulty	Movement Rate		Chance of Getting Lost (by Visibility)		
		Off-Road	On a Road	Normal	Hazy	Poor
Bog	Moderate	33% slower	No modifier	2-in-6	3-in-6	4-in-6
Farmland	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Forest, boggy	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6
Forest, craggy	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6
Forest, hilly	Moderate	33% slower	No modifier	2-in-6	3-in-6	4-in-6
Forest, open	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Forest, tangled	Moderate	33% slower	No modifier	2-in-6	3-in-6	4-in-6
Forest, thorny	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6
Fungal forest	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Hills	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Meadow	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Swamp	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6

Light terrain: Horses, wagons, and carts travel normally.

Moderate terrain: Horses must be led; wagons and carts may not enter.

Severe terrain: Horses, wagons, and carts may not enter.

Hazy visibility: Mist, driving rain, or falling snow.

Poor visibility: Fog or blizzard.

TODO: Illustration

FINDING FOOD

Dolmenwood is rich in tasty plants, fish, and game animals. Parties travelling for long periods may try to find food in the wilds, rather than relying on rations purchased in a settlement.

Fishing

Fishing must be engaged in as the sole activity for a day—no travelling or resting is possible. A fishing rod and tackle are required (see *New Equipment*, p76). There is a 3-in-6 chance of successfully catching fish. Successful fishing provides food sufficient for 2d6 human-sized beings for a day.

Foraging

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal travel. There is a 1-in-6 chance of success (or 2-in-6 if a friar is in the party). Successful foraging provides food sufficient to feed 1d6 human-sized beings for a day.

FOCUSED FORAGING [OPTIONAL RULE]

If PCs wish to increase the chance of finding food, they may be allowed to travel more slowly in order to devote more time to looking out for edible flora.

A party which reduces its movement rate by 50% has a 4-in-6 chance of successfully foraging (5-in-6 if a friar is in the party).

Hunting

Fishing must be engaged in as the sole activity for a day—no travelling or resting is possible. There is a 1-in-6 chance of successfully stalking game animals (or 5-in-6 if a hunter is in the party). Having crept up on game animals, the party must attempt to kill them. This is handled as a normal combat encounter. Each Hit Die of game animals that is killed yields food sufficient for 1d3 human-sized beings for a day.

Camping (Optional Rules)

Optional procedures for setting up a campsite and sleeping rough.

As the region encompassed by the Dolmenwood campaign map is—for the most part—composed of uncivilised woodland, adventures within its bounds will often involve wild camping. This section presents a set of optional procedures that may be used to add a little extra spice and detail to the day-to-day activity of camping rough in the forest.

THE CAMPSITE

Fetching Firewood

It is always possible to find wood of little use in building a campfire (damp, rotting, frozen, etc.). Finding decent wood is more difficult and depends primarily on the weather. Each character who goes fetching wood can collect enough to keep a campfire burning for 1d6 hours, modified for conditions (e.g. damp: -1, snow: -2, heavy rain: -4).

Building a Fire

Given a means of producing flame (e.g. a tinderbox, magic) and a stash of wood (either gathered from the forest or carried in packs), a character may attempt to build a fire.

Good conditions: In favourable conditions, with decent wood and a relatively dry campsite, fire building automatically succeeds.

Bad conditions: In more troublesome circumstances, the basic chance of successfully getting a fire going is 4-in-6. The referee may reduce the chance of success to account for extreme cold or damp.

Fetching Water

Finding water to drink is assumed to always be successful in a damp forest environment.

Cooking

Given a fire, cooking pots, and ingredients (e.g. foraged food, standard rations, hunted game), someone may cook a meal. The cook should make a WIS check.

If the check succeeds: An especially tasty dish is produced. Those who eat the meal gain a +1 bonus to any CON checks required to rest (see *Sleep*), due to their hearty supper.

If the check fails: A palatable but not exemplary dish is produced. A natural 20 denotes a ruined meal (burned, spilled, etc.) that is utterly inedible.

Camaraderie

Time spent around the fireside with one's companions may lift the spirits and induce restful sleep. A character may attempt to entertain their comrades with music, song, stirring tales, jokes, and so forth. The character should make a CHA check.

If the check succeeds: All characters gain a +1 bonus to any CON checks required to rest (see *Sleep*).

If the check fails: The attempt to entertain falls flat and may lead to ridicule or discord.

TODO: Illustration

SLEEP

In ideal conditions of warmth and comfort, characters are assumed to rest peacefully and awake refreshed. Ideal conditions are not always easy to come by when bedding down among the roots and bracken of the forest, however.

Rest Checks

When camping in the wild, characters' ability to get a good night's rest is determined by their equipment (whether they have a bedroll and/or tent), their warmth (whether they have a fire burning), and the season. See the *Sleeping in the Wilds* table. Non-ideal circumstances require PCs to make a CON check.

If the check succeeds: The character gets a good sleep.

If the check fails: The character fails to get a good night's sleep and suffers the penalties described hereafter.

HEALING [OPTIONAL RULE]

Per the standard rules, characters who spend a full day resting regain 1d3 hit points. The referee may optionally rule that getting a good night's rest also has a recuperative effect: characters who sleep well recover one hit point overnight.

Failure to Get a Good Night's Rest

Failure of a rest check has the following effects:

Hit point loss: If the character's current hit point total is greater than 1, they suffer 1 point of damage, due to fatigue.

Difficulty memorizing spells: For each spell the character attempts to memorize, there is a 1-in-6 chance of failure. If the roll fails, the character is unable to memorize this spell—the spell memorization slot remains empty.

SLEEPING IN THE WILDS

Fire	Bed	Winter	Spring	Summer	Autumn
No fire	No bedding	Automatic failure	2 × CON check	CON check	2 × CON check
No fire	Bedroll or tent	Automatic failure	CON check	Good night's rest	CON check
No fire	Bedroll and tent	2 × CON check	CON check	Good night's rest	CON check
Campfire	No bedding	Automatic failure	2 × CON check	CON check	2 × CON check
Campfire	Bedroll or tent	2 × CON check	Good night's rest	Good night's rest	Good night's rest
Campfire	Bedroll and tent	CON check	Good night's rest	Good night's rest	Good night's rest

2 × CON check: Characters must make two CON checks. Only if both succeed is a good night's rest had.

WATCHES THROUGH THE NIGHT

It is common for characters camping in the wilderness to establish a series of watches through the night, with at least one character remaining awake at all times. The following rules may be used to handle this.

Falling Asleep on Watch

There is a basic 1-in-10 chance of this happening. Characters with a CON of 15 or higher have only a 1-in-20 chance of falling asleep, while characters with a CON of 6 or lower have a 1-in-6 chance.

Note that if one character falls asleep on watch, this may throw off the whole sequence of watches, as the character does not wake the next person in line, and so on.

Sleeping Characters and Surprise

If an encounter occurs, all characters who are asleep are automatically surprised. (This may mean that some characters in the party are surprised while others are not.)

TODO: Illustration

The Dolmenwood Calendar

The reckoning by which the folk of Dolmenwood track the passing of time.

LENGTH OF THE YEAR

The most common reckoning of time in Dolmenwood divides the year into twelve months of seven-day weeks and a total of 352 days. The lunar cycle is $29\frac{1}{3}$ days, yielding precisely twelve lunar months per year.

DAYS OF THE WEEK

Each week has seven days, named as follows: Colly, Chime, Hayme, Moot, Frisk, Eggfast, Sunning.

WYSENDAYS

Some months have additional days—known as *wysendays*—with their own unique names. Wysendays are not regarded as being part of a week.

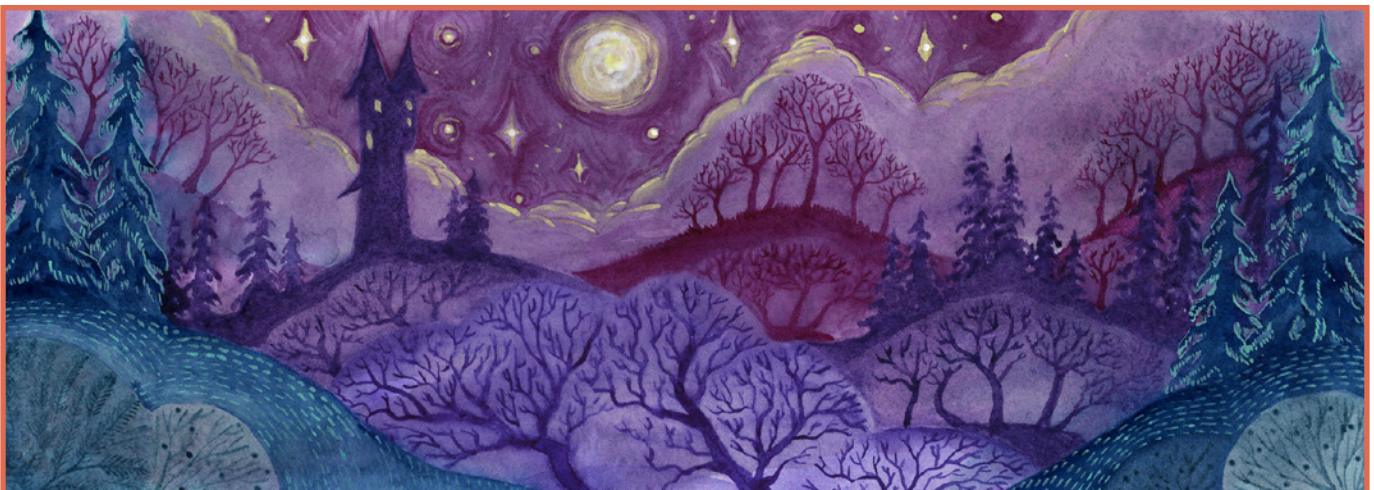
MONTHS OF THE YEAR

Each month begins with four standard weeks, followed by any wysendays. The first day of the month is always Colly.

The *Months of the Year* table shows the months, their place in the procession of the seasons, their lengths, and the names of their wysendays.

MONTHS OF THE YEAR

#	Month	Season	# of Days	Wysendays
1	Grimvold	The onset of winter	30	Hanglemas, Dyboll's Day
2	Lymewald	Deep winter	28	—
3	Haggryme	The fading of winter	30	Yarl's Day, The Day of Virgins
4	Symswald	The onset of spring	29	Hopfast
5	Harchment	High spring	29	Smithing
6	Iggwyld	The fading of spring	30	Shortening, Longshank's Day
7	Chysting	The onset of summer	31	Bradging, Copsewallow, Chalice
8	Lillipythe	High summer	29	Old Dobey's Day
9	Haelhold	The fading of summer	28	—
10	Reedwryme	The onset of autumn	30	Shub's Eve, Druden Day
11	Obthryme	Deep autumn	28	—
12	Braghold	The fading of autumn	30	The Day of Doors, Dolmenday (the last day of the year)



ASTROLOGICAL HIGH-DAYS

Primarily of note to workers of the occult.

- ▶ **Winter solstice:** 19th of Grimvold.
- ▶ **Spring equinox:** 20th of Symswald.
- ▶ **Summer solstice:** 18th of Chysting.
- ▶ **Autumnal equinox:** 19th of Reedwryme.

FEAST DAYS

Many local festivities are celebrated in the obscure hamlets and out-of-the-way villages of Dolmenwood, but the following dates are observed throughout the region.

The Feast of Cats (2nd of Symswald): For reasons lost to the vagaries of time, the people of Dolmenwood associate cats with the first blossoms of spring. Thus, their spring dances are accompanied by screeching fiddle tunes and all are masked as cats.

The Feast of St Clewyd (25th of Reedwryme): The patron saint of Dolmenwood, in whose honour unicorn-effigies are burned atop bonfires and pheasants and partridges baked into spiced pies.

Festival of the Green Man (30th of Reedwryme, Druden Day): A relic of ancient pagan worship in Dolmenwood. The Green Man was at one time honoured as King of the Wood. In modern times, that title is given to another, who is believed to have slain the Green Man and brought woe to Dolmenwood. This festival pays memorial to the slain king through the hanging of manikins of moss and wood by their ankles in the branches around villages.

The Hunting of the Winter Hart (30th of Braghold, Dolmenday): On this night, a white fairy stag of great nobility and beauty rushes through Dolmenwood. Villagers throughout the forest ride into the woods and return at the twilight of dawn. If the Winter Hart is caught, it is said that winter will be banished for a year.

SAINTS' DAYS

Each of the saints revered within Dolmenwood is venerated on a particular day of the year. The days associated with each saint are listed under *The Saints of Dolmenwood*, p104.

For the most part, the feast days of the saints are observed only by the clergy and by common folk who live in the vicinity of a shrine to the corresponding saint.

RANDOM DATES

It is sometimes useful to be able to randomly determine a day of the year. The following procedure may be used:

1. **Month:** Roll 1d12 on the *Random Date* table.
2. **Day of month:** Roll the die indicated in the table for the rolled month (not all months have the same number of days).

RANDOM DATE

d12	Month	Day
1	Grimvold	d30
2	Lymewald	d30, reroll results of 29–30
3	Haggryme	d30
4	Symswald	d30, reroll results of 30
5	Harchment	d30, reroll results of 30
6	Iggwyld	d30
7	Chysting	d36, reroll results of 32–36
8	Lillipythe	d30, reroll results of 30
9	Haelhold	d30, reroll results of 29–30
10	Reedwryme	d30
11	Obthryme	d30, reroll 29–30
12	Braghold	d30

Don't Have a d30 / d36?

These weird dice can be mimicked as follows:

d30: Roll a d6 and a d10: if the d6 comes up 3–4, add 10 to the d10 roll, if the d6 comes up 5–6, add 20 to the d10 roll.

d36: Roll a d6 and a d12: if the d6 comes up 3–4, add 12 to the d12 roll, if the d6 comes up 5–6, add 24 to the d12 roll.

PRINTABLE CALENDAR

A printable calendar PDF, designed for use by the referee in tracking events and the passage of time in Dolmenwood campaigns, is available as a free download from necroticgnome.com.

Seasons in Dolmenwood

The turning of the year's wheel and how the climate of the Wood fluctuates.

WINTER

According to folklore, Dolmenwood once fell within the dominion of the wicked fairy known as the Cold Prince, and was clad in ice all year round. The Cold Prince was vanquished and winter's hold over Dolmenwood is now light. The waters of the Wood seldom freeze and the fecund growth of moss and fern forms a gentle blanket that fends off the worst of the cold. Snowfall is common in the months of Lymewald and Haggryme, but it seldom piles deep.

SPRING

Dolmenwood is regarded by many as being at its most beautiful in the springtime. The cold, dark nights of winter withdraw, and the carpets of soft, sparkling snow melt away to reveal dainty flowers. Spring in Dolmenwood is sunny and clement, and animals and people alike skip gaily through the glades of the Wood.

SUMMER

Dolmenwood is hot and humid in the summertime, abuzz with foraging and biting insects. A syrupy stillness hangs among the trees and an atmosphere of reverie pervades, punctuated by brooding thunderstorms. Summer is sprite season—in the month of Lillipythe, the place is awash with the fey pests, who visit the mortal world to cavort.

AUTUMN

In the month of Reedwryme, the heady stillness of summer is abruptly banished by the onset of biting winds from the northeast. It is as if the Wood has awoken from an enchanting dream and must now busy itself with preparations for the coming cold. The shivering winds are accompanied by chill mists, interminable drizzle, and merciless downpours.

DAYLIGHT HOURS

The hours of sunrise and sunset may be useful on occasion, especially in relation to PCs setting up camp.

SUNRISE AND SUNSET BY MONTH

Month	Sunrise	Sunset	Daylight
Grimvold	8:00 AM	4:00 PM	8 hours
Lymewald	8:00 AM	4:30 PM	8½ hours
Haggryme	7:30 AM	5:00 PM	9½ hours
Symswald	6:30 AM	6:00 PM	11½ hours
Harchment	6:00 AM	8:00 PM	14 hours
Iggwyld	5:00 AM	9:00 PM	16 hours
Chysting	4:30 AM	9:30 PM	17 hours
Lillipythe	5:00 AM	9:00 PM	16 hours
Haelhold	6:00 AM	8:30 PM	15½ hours
Reedwryme	6:30 AM	7:30 PM	13 hours
Obthryme	7:30 AM	6:00 PM	10½ hours
Braghold	7:30 AM	4:30 PM	9 hours



UNSEASONS

The standard procession of the seasons described previously does not always turn unhindered. At certain specific points in the year, rarer environmental conditions—known as *unseasons*—may take hold, as follows.

Hitching

Following the Day of Doors in late autumn, there sometimes occurs an unseason known as *Hitching*. During this time, the trees drip with dew, the woods are filled with balmy mists, and the eternal night of Fairy encroaches upon the mortal world. In this unseason, the fey moon shines at night, alongside the true moon, which the witches pray to.

Chame

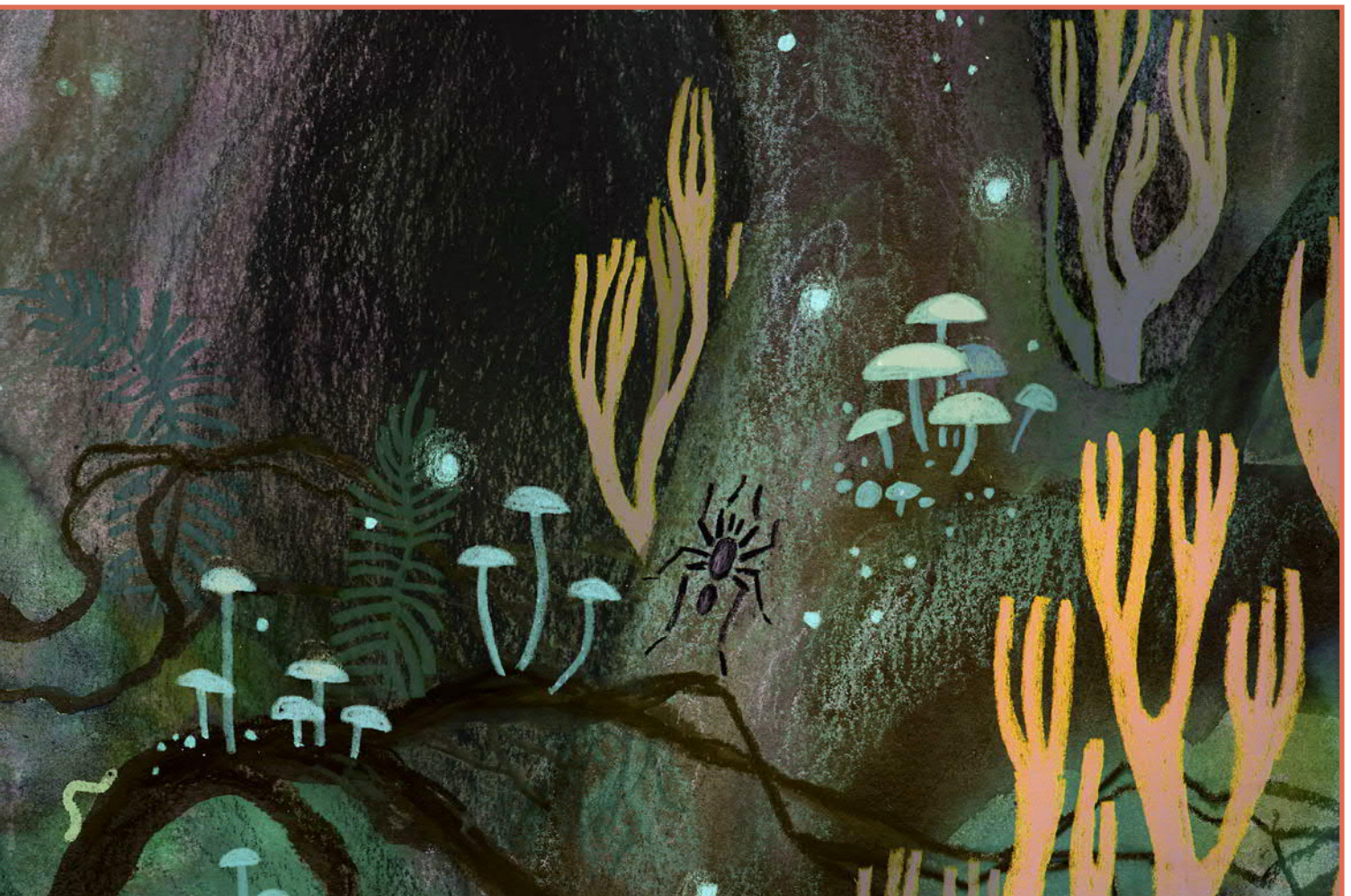
During the first five days of Haelhold, it is known that *Chame*—an unseason of snakes and unease—may take hold. Chame lasts for roughly two weeks, during which serpents of all sizes fill the wood, creeping from underneath rocks and slithering out of holes in trees. Some are venomous and deadly, others are possessed of oracular powers. Travel in this unseason is perilous and mortals hide restlessly within doors.

Colliggwyld

Every three to five years, the month of Iggwyld sees the blooming of particularly beautiful and fecund fungus throughout the Wood. These blossoms last for the entire month and grow to fantastic proportions, dwarfing humans as they go about their way. Then, upon the last eve of Iggwyld, the fungi dissolve into a rainbow-hued sludge which drains into the rivers and washes away. The unseason of the giant fungi is known as *Colliggwyld*.

Vague

In the latter months of winter (Lymewald and Haggryme), a dangerous unseason known as a *Vague* may come about. In these times, lasting several days, a thick, sinister fog emerges from the earth and rolls in great clouds through the forest. In addition to the normal hazards of fog, the coming of a Vague is accompanied by a rising of the dead. Ghosts, phantoms, and ghouls roam with the fogs, ensuring that only the desperate venture out of doors.



The Moon

The influences of the moon at the time of a person's birth may twist their fate.

THE 12 MOONS OF THE YEAR

Each of the year's twelve moons is given its own name by the folk of Dolmenwood. These names are as follows.

MOONS OF THE YEAR		
Moon	New Moon	Full Moon
Grinning moon	4th Grimvold	19th Grimvold
Dead moon	4th Lymewald	18th Lymewald
Beast moon	5th Haggryme	20th Haggryme
Squamous moon	4th Symswald	19th Symswald
Knight's moon	5th Harchment	19th Harchment
Rotting moon	5th Iggwyld	20th Iggwyld
Maiden's moon	4th Chysting	19th Chysting
Witch's moon	3rd Lillipythe	17th Lillipythe
Robber's moon	3rd Haelhold	18th Haelhold
Goat moon	4th Reedwryme	19th Reedwryme
Narrow moon	4th Obthryme	19th Obthryme
Black moon	5th Braghold	20th Braghold

MOON SIGNS [OPTIONAL RULE]

Characters born in the mortal world (i.e. mortal and demi-fey races—excluding fairy races such as elves and grimalkins) come inevitably under the sway of the moon's potent influences.

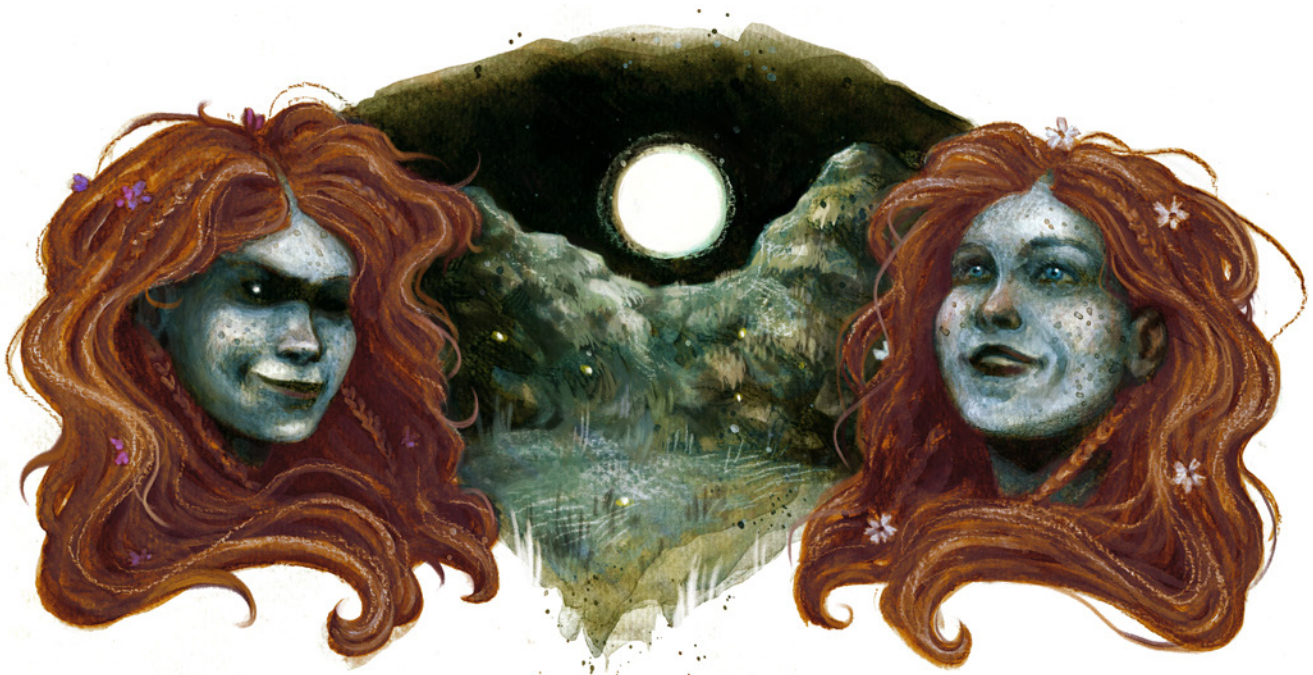
Waxing, Full, and Waning Moon Signs

Each moon of the year has different effects during its waxing phase (around 13 days), its full phase (around 3 days), and its waning phase (around 13 days). Therefore there are 36 moon signs in the year.

Determining a Character's Moon Sign

At character creation, follow these steps:

- 1. Roll birthday:** The character's moon sign is determined by the date of their birth. This may be rolled randomly (see *Random Dates*, p97).
- 2. Look up moon sign:** The *Moon Sign by Date of Birth* table shows the moon sign that had influence at the time of the character's birth.
- 3. Look up moon sign's effects:** The effects of the being born under the influence of each moon sign are listed in the *Moon Sign Effects* table. Unless noted, effects due to a character's moon sign are permanent and unalterable.



MOON SIGN BY DATE OF BIRTH

Moon	Waxing Moon Sign	Full Moon Sign	Waning Moon Sign
Grinning moon	4th–17th Grimvold	18th–20th Grimvold	21st Grimvold – 3rd Lymewald
Dead moon	4th–16th Lymewald	17th–19th Lymewald	20th Lymewald – 4th Haggryme
Beast moon	5th–18th Haggryme	19th–21st Haggryme	22nd Haggryme – 3rd Symswald
Squamous moon	4th–17th Symswald	18th–20th Symswald	21st Symswald – 4th Harchment
Knight's moon	5th–17th Harchment	18th–20th Harchment	21st Harchment – 4th Iggwyld
Rotting moon	5th–18th Iggwyld	19th–21st Iggwyld	22nd Iggwyld – 3rd Chysting
Maiden's moon	4th–17th Chysting	18th–20th Chysting	21st Chysting – 2nd Lillipythe
Witch's moon	3rd–15th Lillipythe	16th–18th Lillipythe	19th Lillipythe – 2nd Haelhold
Robber's moon	3rd–16th Haelhold	17th–19th Haelhold	20th Haelhold – 3rd Reedwryme
Goat moon	4th–17th Reedwryme	18th–20th Reedwryme	21st Reedwryme – 3rd Obthryme
Narrow moon	4th–17th Obthryme	18th–20th Obthryme	21st Obthryme – 4th Braghold
Black moon	5th–18th Braghold	19th–21st Braghold	22nd Braghold – 3rd Grimvold

MOON SIGN EFFECTS

Moon	Phase	Effect
Grinning	Waxing	There is a 50% chance that guardian undead will ignore the character's presence. (Though they act normally if the character provokes them.)
Grinning	Full	+1 bonus to saving throws against the powers of undead monsters.
Grinning	Waning	+1 bonus to attack rolls against undead monsters.
Dead	Waxing	+1 bonus to attack and damage rolls the round after killing a foe.
Dead	Full	If killed by non-magical means, the character returns to life in 1 turn with 1 hit point. Their CON and WIS are permanently reduced by 50% (minimum 3). This supernatural ability to avoid death only takes effect once ever.
Dead	Waning	Undead monsters attack all others in the party before attacking the character.
Beast	Waxing	+1 reaction bonus when interacting with dogs and horses.
Beast	Full	Wild animals attack all others in the party before attacking the character.
Beast	Waning	+1 bonus to attack rolls against wolves and bears.
Squamous	Waxing	If the character is afflicted by poison, its effects are delayed by one turn.
Squamous	Full	+2 bonus to saving throws against the breath attacks and magical powers of wyrms and dragons.
Squamous	Waning	+1 bonus to attack rolls against serpents and wyrms.
Knight's	Waxing	+1 reaction bonus when interacting with nobles.
Knight's	Full	+1 AC bonus against metal weapons.
Knight's	Waning	In melee with knights or soldiers, the character acts first on a tied initiative, as if they had won initiative.
Rotting	Waxing	+1 reaction bonus when interacting with sentient fungi.
Rotting	Full	+2 bonus to AC against attacks by fungal monsters.
Rotting	Waning	In the character's presence, fungal monsters suffer a –1 penalty to attacks and damage.
Maiden's	Waxing	+1 reaction bonus when interacting with demi-fey.
Maiden's	Full	+2 bonus to saving throws against charms and glamours.
Maiden's	Waning	+1 bonus to attack and damage rolls against shape-changers and those cloaked with illusions.
Witch's	Waxing	When the character receives healing magic, the number of hit points they gain is increased by one.
Witch's	Full	+1 bonus to saving throws against divine magic.
Witch's	Waning	+1 bonus to attack rolls against witches and divine spell casters.
Robber's	Waxing	+1 reaction bonus when interacting with Chaotic persons.
Robber's	Full	+1 bonus to AC against attacks by Chaotic persons.
Robber's	Waning	+1 bonus to attack rolls against Chaotic persons.
Goat	Waxing	+1 reaction bonus when interacting with goat-people.
Goat	Full	Goat-people attack all others in the party before attacking the character.
Goat	Waning	+1 bonus to attack rolls against goat-people.
Narrow	Waxing	+1 reaction bonus when interacting with fairies, but suffer a –1 penalty to all saves against fairy magic.
Narrow	Full	If the character is afflicted by a curse or geas, there is a 1-in-4 chance of the caster also being affected by their own magic.
Narrow	Waning	+1 bonus to attack rolls against fairies and demi-fey.
Black	Waxing	Chance of detecting secret doors when searching increased by 1-in-6.
Black	Full	+2 bonus to AC and saving throw when surprised.
Black	Waning	+2 bonus to saving throws versus illusions or glamours.

The Noble Houses of Dolmenwood

The nine noble families that hold dominion over Dolmenwood.



HOUSE BRACKENWOLD

Alignment: Lawful.

Domain: The Duchy of Brackenwold, encompassing the whole of Dolmenwood (at least notionally) as well as a large region to the south. The domains of all other listed noble houses fall within the duchy.

Seat: Castle Brackenwold, upon the southeastern verge of Dolmenwood.

Head: Duke Thespian III of Brackenwold. A troubled man who, it is said, would prefer to spend his days hunting rather than in presiding over a great realm. It is known that duke harbours a deep hatred of the Drune and a growing fear of the Nag-Lord.



HOUSE GUILLEFER

Alignment: Neutral.

Domain: A portion of the rambling forest on either side of the Lochsbreth Road, in central-northern Dolmenwood, encompassing the villages of Blackeswell and Odd.

Seat: The Hall of Sleep, located at the northeastern end of the Groaning Loch.

Head: Currently Lord Edwin Guillefer. (The nobles of this house share rulership on a sporadically rotating basis.) Guillefer, a poet and harpist, is said to be a friend of Ygraine the sorceress. He remains untroubled by the waxing of the Nag-Lord's influence in the region, to the consternation of his neighbour, the Lady Harrowmoor.



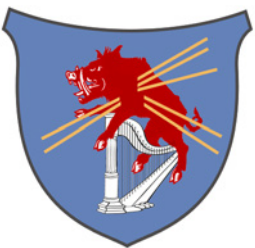
HOUSE HARROWMOOR

Alignment: Lawful.

Domain: A broad region of forest at the heart of Dolmenwood, centred on the town of Prigwort.

Seat: Harrowmoor Keep, located on the southerly cliffs of the Groaning Loch.

Head: Lady Theatrice Harrowmoor. A famed intellect and expert on matters historical, Lady Harrowmoor is cool-headed but not cold-hearted. Of late, she has taken more direct involvement in the affairs of Prigwort, bolstering the town guard against the growing presence of crookhorn ruffians in the area.



HOUSE HOGWARSH

Alignment: Neutral.

Domain: The Barony of the High Wold, encompassing the long-settled southwestern corner of Dolmenwood and the rustic pastures to the south. The domains of houses Malbleat, Murkin, Nodlock, and Ramius fall within the barony.

Seat: High-Hankle, located the central plains of the High Wold region in the south-east of Dolmenwood.

Head: Baron Sagewine Hogwarsh. Inherited the lordship of the High Wold as a callow youth. Now in his thirties, Hogwarsh is known for his lax attitude to the law, being more interested in wine and debauchery than in the maintenance of order.

TODO
Green background

HOUSE MALBLEAT

Alignment: Chaotic.

Domain: The eastern portion of the High Wold region in the southeast of Dolmenwood, encompassing the towns of Lankshorn and Dreg.

Seat: Redwraith Manor, located in the woods four miles to the north of Lankshorn.

Head: Lord Gryphius Malbleat, longhorn goatman. A refined aesthete known for his cruelty and his bitter enmity toward his elder half-brother, Lord Ramius.



HOUSE MULBRECK

Alignment: Lawful.

Domain: The woods and meadows of southern Dolmenwood, east of the River Hameth, encompassing the Woodcutters' Encampment.

Seat: Bowitt Manor, located in the southeastern corner of Dolmenwood.

Head: Lady Pulsephine Mulbreck. A reculsive lady who seldom sets foot outside of her manor and permits no guests to enter. It is said that she remains in mourning over the death of her husband a decade past.



HOUSE MURKIN

Alignment: Chaotic.

Domain: The rugged, little-travelled lands west of Dolmenwood, within the Barony of the High Wold, bounded by the marshes of the Northern Scratch.

Seat: Kolstoke Keep, located on the western edge of Dolmenwood.

Head: Lord Simeone Murkin, half-goat. A boorish and cruel-tempered man of mixed goat/human parentage. Murkin's only passions are conquest and military dominance.



HOUSE NODLOCK

Alignment: Neutral.

Domain: A small pocket of pasture and woodland at the far southwestern tip of Dolmenwood, within the Barony of the High Wold.

Seat: Nodding Castle, located on the southwestern edge of Dolmenwood.

Head: Lord Harald Nodlock. A slovenly man renowned for his love of wine (at all hours of the day), his volatile mood, and his proclivity for spontaneously meting out justice. Nodlock is said to be a lackey of his neighbour, Lord Ramius.



HOUSE RAMIUS

Alignment: Neutral.

Domain: The western deeps of Dolmenwood and a small portion of the grasslands upon its southwestern verge, within the Barony of the High Wold.

Seat: Castle Everdusk, located two miles into the woods in the High Wold region in the southeast of Dolmenwood.

Head: Lord Shadgore Ramius, longhorn goatman. A brilliant mind, known for his subtle strategies and far-reaching ambition. Resents the meddling Baron Hogwarsh for granting his younger half-brother, Lord Ramius, dominion over much of the High Wold.

The Saints of Dolmenwood

The legends associated with the most holy men and women who are venerated in Dolmenwood.

According to tradition, precisely one hundred saints are revered within Dolmenwood. Of those, thirty-four are regarded as primary. The legends of each of these major saints are recounted in this section, along with details on their feast days, patronages, and the clerical spell which they may bestow upon those who pray to them. The remaining sixty-six minor saints are not described here, but their names and feast days are listed on the Dolmenwood Calendar (available as a free download from necroticgnome.com).

SAINT ABTHIUS, EVER-LUSTROUS

Associated spell: *Resist cold*

Feast day: 22nd of Harchment

Major patronages: Ambassadors, righteous vengeance

Minor patronages: Courtly dances, seamstresses, spring-time

Miracle: 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 jeers and 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 vapourised in the flames of perdition.

SAINT BENESTER, THE RIGHT-BELIEVING

Associated spell: *Protection from evil*

Feast day: 10th of Haelhold

Major patronages: Hermits, fasting

Minor patronages: Choirboys

Miracle: On a seven night fast in the wilderness, Benester was assailed by the demonic servants 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.

SAINT CLEWYD, THE REFULGENT

Associated spell: *Raise dead*

Feast day: 25th of Reedwryme

Major patronages: Dolmenwood, repentance, devil-slayers

Minor patronages: Goldsmiths, judges

Miracle: As chief of all the saints of Dolmenwood, the life of St Clewyd is replete with miracles. Primary among these is the absolvment of the sins of Gondyw at his graveside. Gondyw was a cruel judge who persecuted the followers of the One True God. Such was the passion of St Clewyd's mercy, that Gondyw was resurrected by the power of God, and became Clewyd's most trusted disciple and a saint himself.

TODO: Illustration

SAINT CORNICE OF THE ANGELS

Associated spell: *Insect plague*

Feast day: 16th of Chysting

Major patronages: Chastity, beetles

Minor patronages: Scullery maids

Miracle: As a maiden, Cornice worked scrubbing the kitchens of a cruel lord. The lord was accustomed to having his way with all of the scullery maids, but Cornice rebuffed his advances, quoting passages of scripture at him whenever he came near. One day, the lord cornered the saint-to-be in an isolated cellar and began to ravage her. Cornice bit the lord's lower lip and tore it off, preserving her chastity, but was subsequently imprisoned for her insolence. In the dungeons, she whispered to the beetles that crawled across the floor, beseeching them in the name of the One True God to aid her. The insects obeyed, fetching ever more of their kind, until the cellars and dungeons of the lord's castle were overrun. When the swarm encroached upon the lord's bedchambers, he relented and had Cornice released.

TODO: Illustration

SAINT DANK OF THE THORN

Associated spell: *Snake charm*

Feast day: 28th of Obthryme

Major patronages: Missionaries

Minor patronages: Serpents, secret passages

Miracle: Venturing, as a missionary, into a distant, jungle-clad land, Dank came to a heathen temple where a snake goddess was worshipped. The wild-eyed cultists captured the saint and set about preparing to sacrifice him to their brazen deity. Suspended above a pit of writhing snakes, Dank prayed for divine aid. The snakes rose up, gnawed St Dank's bonds loose, and led him through a secret way back out into the jungle.

SAINT EGGORT, THE TROGLODYTE

Associated spell: *Continual light*

Feast day: 28th of Lymewald

Major patronages: Chandlers

Minor patronages: Undertakers

Miracle: Devoted his life to prayer in the crypt of the monastery where he dwelt. Spending his days alone in the darkness, Eggort's devotion manifested, over many years, as a flickering glow upon the altar. This light grew and grew until, at the time of Eggort's death, the crypt was lit as bright as day, as if by the light of a thousand candles.

SAINT ELSA, BALM-GUSHER

Associated spell: *Commune*

Feast day: 19th of Grimvold

Major patronages: Floods, towers, hunters of sea monsters

Minor patronages: Follies

Miracle: As the vicar of a small, coastal village, Elsa had nightly visions of a great flood. Heeding this prophecy, she insisted that a high tower be built, with enough space to house the inhabitants of the village and their livestock. The project was regarded by many as a folly, but the saint's visions proved to be true when a great sea dragon, hunted by the famed knight Sir Willowthorn, was beached and slain at the village, opening a sea bay which engulfed the village. To this day, the saint's tower is the sole surviving element of the original village.

SAINT FAXIS, THE PENITENT

Associated spell: *Protection from evil, 10' radius*

Feast day: 15th of Haelhold

Major patronages: Witch-hunters, inquisitors

Minor patronages: Soldiers

Miracle: Surrounded by depraved sorcerers in the depths of Dolmenwood, Faxis—a young soldier, at the time—valiantly drew his sword and challenged them in the name of God to come within reach of the blade. Cackling, the wizards advanced. However, by the will of God, they were unable to come close enough to accost the young Faxis and their malicious magic was repulsed.

SAINT FOGGARTY OF THE CUP

Associated spell: *Light*

Feast day: 4th of Lillipythe

Major patronages: Lost travellers

Minor patronages: Peat-cutters

Miracle: Guided a party of pilgrims, who had lost their way in a bog at night, to safety by commanding the marsh lights to lead their way.

SAINT GALAUNT, THE WONDERWORKER

Associated spell: *Quest*

Feast day: 28th of Haelhold

Major patronages: Pilgrimage, truth-seeing

Minor patronages: Marsh-dwellers

Miracle: As an old man, St Galaunt dwelt as a hermit in the frost-marshes of the north. Pilgrims would at times presume to visit him, seeking his counsel or his blessing. One day, a vain man named Hoggeld knocked upon the saint's door, claiming to also be blessed by God and boastfully wishing to demonstrate his divine powers. In the presence of the true saint, Hoggeld's supposed powers failed him, and he was ashamed. Galaunt commanded him forth, to journey south to find the fabled chalice of St Indominant, lost for generations. For seventeen years did Hoggeld wander, seeking ever the fabled chalice. He finally uncovered it in the hoard of a desert demon and brought it to the holy city of Loom, where it rests to this day. The return of the chalice was attributed largely to the wisdom of St Galaunt.

SAINT GONDYW, CONVERTER OF KINGS

Associated spell: *Bless*

Feast day: 3rd of Lymewald

Major patronages: Scribes

Minor patronages: Tourneys, knights

Miracle: An honoured guest at a king's tourney, St Gondyw overheard blasphemous words upon this host's lips. Admonishing the king, Gondyw suggested a challenge of the might of the One True God: if the humble scribe who accompanied Gondyw could defeat the king's champion in single combat, the king would swear his fealty to the Church. The king accepted, the challenge seeming preposterous, but was dumbstruck when the scrawny altar-boy (with St Gondyw's blessing) wrestled his knight to the ground.

SAINT GOODENOUGH, THE HEARTY

Associated spell: *Dispel evil*

Feast day: 18th of Symswald

Major patronages: Warding against evil

Minor patronages: Corn-dolls, picnics

Miracle: Tricked into the cottage of a hag, Goodenough escaped the clutches of her horde of straw-manikins by invoking the fiery light of God. The sinister, creeping dolls were destroyed by holy fire, and the saint escaped.

SAINT GRETCHEN, THE MAIDEN

Associated spell: *Purify food and water*

Feast day: 25th of Haelhold

Major patronages: Victims of battle

Minor patronages: Goat-herds

Miracle: 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.

SAINT GRIPE, THE FORTHRIGHT

Associated spell: *Find traps*

Feast day: 3rd of Iggwyld

Major patronages: Shepherds

Minor patronages: Cowherds, hunters, conflagrations

Miracle: When a fire raged across his local farmlands, the young Gripe (a lowly apprentice monk, at the time) led the fearful livestock through the woods to escape. Only by the will of God did Gripe and his flock avoid falling into the profusion of cruel traps that had been laid in the woods by the local Baron, a man who obsessively hunted and killed wild animals.

SAINT HAMFAST, CLOUD-HEAD

Associated spell: *Speak with animals*

Feast day: 9th of Obthryme

Major patronages: Bears

Minor patronages: Weather diviners

Miracle: Gave sermons to the wild beasts of the forest, converting many to the faith. By the time of his death, Hamfast's woodland retreat was home to a trio of bears and some three dozen devout squirrels, mice, and crows. The animals spent their days studying scripture and illuminating manuscripts.

SAINT HOLLYHOCK, THE JUBILANT

Associated spell: *Resist fire*

Feast day: 21st of Reedwryme

Major patronages: Crones

Minor patronages: Bakers

Miracle: Climbed into a baker's oven to rescue an old woman who, mistaken for a hag, had been pushed into the flames.

TODO: Illustration

SAINT HORACE, THE PUISSANT

Associated spell: *Sticks to snakes*

Feast day: 7th of Obthryme

Major patronages: Mendicants, adders

Minor patronages: Mushrooms

Miracle: As a young friar, Horace (known colloquially as “Brother Windbag”) wandered the paths of Dolmenwood, bringing the light of the One True God to isolated hamlets, in addition to the delights of his sackful of mushrooms. One evening, as Horace said his bedtime prayers, a pook morel (a type of sentient mushroom with a penchant for theft) jumped out from behind a mossy log, transforming the friar’s rosary into a wriggling centipede. The saint recoiled in horror, dropping the insect into the grasp of the giggling pook. As the mushroom fled into a thicket, Horace prayed for retribution. The rosary transformed once more: this time into a hissing adder, which grabbed the pook in its fangs and brought it to the friar’s feet. After a night of penance within Horace’s mushroom sack, the pook morel was released, under the condition that it would spread the word of the One True God Of All Creatures among its kind. It is said that, since that day, pook morels, though they cannot change their nature, will not steal from friars.

TODO: Illustration

SAINT HOWARTH, THE ACCURSED (FORMERLY THE JUST)

Associated spell: *Remove curse*

Feast day: 26th of Reedwryme

Major patronages: Oxen

Minor patronages: The strong of arms

Miracle: As a wandering mendicant, in his middle age, Howarth met a man upon the road who pulled an oxcart, sweating and straining to drag the thing. Inquiring as to the fate of his oxen, the saint heard that the man had been cursed by a hag to travel thus, and would owe his life to anyone who could free him. Howarth prayed for the man’s release, and asked that he swear his life to the One True God.

The Fall of Saint Howarth

Though once an important figure among the ranks of the saints, Howarth is now accursed, after having betrayed the archangel Heroclesius to the clutches of devils. Howarth was cast out from heaven and all of his miracles in the mortal world were reversed.

SAINT JORRAEL, GOD-FRIEND

Associated spell: *Remove fear*

Feast day: 16th of Harchment

Major patronages: The downtrodden

Minor patronages: Beggars, anglers

Miracle: The saint 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 knights to justice.

SAINT KEYE, THE CHRONICLER

Associated spell: *Locate object*

Feast day: 5th of Lillipythe

Major patronages: Historians

Minor patronages: Infants, lost objects

Miracle: Keye was the son of a noble, and was raised in a manor with vast libraries of tomes, scrolls, and documents. As an infant, before he was able to speak or read, by the will of God, he located the lost charter that proved his family’s right to their lands, when challenged by a greedy Duke.

SAINT LILLIBETH OF THE SUGARED BREATH

Associated spell: *Cure light wounds*

Feast day: 30th of Haggryme (The Day of Virgins)

Major patronages: Doves, fowl

Minor patronages: Virgins, messengers

Miracle: Lived as a hermit in the woods with only the company of doves. Lillibeth was slain by marauding beastmen, but with her last breaths gave ministrations 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.

SAINT PASTERY, BUTTER-MONGER

Associated spell: *Cure disease*

Feast day: 27th of Haggryme

Major patronages: Butchers

Minor patronages: Well-borers

Miracle: Cured the beloved (in fable) Good-Prince Wallo-bringe during a plague epidemic by blessing the hands of all butchers and cow-herds within a ten mile radius. The saint thus ensured that all meat brought to the prince on his deathbed carried the blessing of the host of heaven, restoring him to health, even though he refused to allow Pastery within his castle.

SAINT PONCH, THE PRUDENT

Associated spell: *Create food*

Feast day: 6th of Haggryme

Major patronages: Whalers, castaways

Minor patronages: Scones, holy wafers

Miracle: Ponch was a whaler in a land to the north of Dolmenwood. When the vessel he worked on was destroyed by a leviathan, he was the sole survivor of the wreck and drifted for weeks alone on a spur of wood. Offering his soul up to the One True God, the young seaman was miraculously provided with fresh fruits and scones, and washed up on the shore at Dretcher's Bay in fighting fit (and evangelical) condition.

SAINT QUISTER, EVER-LOYAL

Associated spell: *Create water*

Feast day: 12th of Haggryme

Major patronages: Vintners, beekeepers

Minor patronages: Hounds

Miracle: Was executed for causing the wine of the king and his host, at feast, to miraculously be replaced with water. Only later was it discovered that the wine was poisoned and that the saint was acting out of loyalty to his liege.

SAINT SEDGE, THE UNBLEMISHED

Associated spell: *Striking*

Feast day: 10th of Braghold

Major patronages: Crusaders

Minor patronages: Knifemakers

Miracle: In his youth, Sedge served as page to a knight, and became involved in a long and bloody war against the armies of a sorcerer king. In dire straits, his master slain, Sedge confronted a spectral knight alone on the field of battle. Praying to the One True God, he defeated the monster with only his dirk.

SAINT SIGNIS, THE SILENT

Associated spell: *Silence, 15' radius*

Feast day: 29th of Reedwryme (Shub's Eve)

Major patronages: Warding the dead

Minor patronages: Holy silence

Miracle: As a young monk, Signis would sit for days on end in the crypts of his abbey, gazing in rapture at the statues of the venerated saints and angels. When the abbey was plagued with moaning phantoms, Signis merely raised his finger calmly to his lips and the crypt where he sat fell utterly silent.

TODO: Illustration

SAINT THORM, FAITH-SMITH

Associated spell: *Detect magic*

Feast day: 14th of Symswald

Major patronages: Gamblers, prisoners

Minor patronages: Blacksmiths

Miracle: Escaped the prisons of the fairy Prince Mallowheart by challenging him 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.

SAINT TORPHIA OF THE SOLITUDES

Associated spell: *Neutralize poison*

Feast day: 20th of Lillipythe

Major patronages: The unjustly imprisoned

Minor patronages: Foragers, prison guards

Miracle: Torphia lived in a land where the faithful of the One True God were persecuted, and was captured and thrown into a dungeon. Her cruel captors took to feeding her nothing but poisonous berries, upon which Torphia survived, by the will of God, for seven months, before her eventual execution and martyrdom.

SAINT VINICUS, THRICE HANGED

Associated spell: *Growth of animal*

Feast day: 1st of Grimvold

Major patronages: Mice

Minor patronages: Churchwardens

Miracle: Saved the mice and shrews of a church from drowning by causing them to grow as large as ponies. The holes they made in the church walls as they escaped were maintained as proof of this miracle.

SAINT WAYLAINE OF THE SACK

Associated spell: *Hold person*

Feast day: 30th of Iggywyld (Longshank's Day)

Major patronages: Executioners, axe-grinders

Minor patronages: Merciful lords

Miracle: Accused of treason and tax evasion, Waylaine (then a vicar of low repute) was due to be executed by beheading. The executioner, however, was unable to bring the axe down upon the saint's neck, his limbs freezing at the apex of every strike. After the sub-executioner and the assistant executioner experienced the same anomaly, the saint was pardoned.

SAINT WHITTERY OF THE WOODS

Associated spell: *Detect evil*

Feast day: 10th of Symswald

Major patronages: Visions, premonitions

Minor patronages: Warding against fairies, lost souls

Miracle: The son of a woodsman, Whittery grew up in a small village deep in western Dolmenwood. A group of noble travellers, merry and fair of face, stopped at the village inn one evening, to the delight of the locals. Saying his evening prayers at the village chapel, a horrific vision of bloodshed at the hands of the noble guests was visited upon the youth. He reported his vision to the priest, who informed the village elders. The nobles were confronted and revealed to be fairy shapeshifters 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 the monastery many leagues distant, his village was visited once more by evil fairies, and the whole place was stolen away to Fairy, never to be seen again by mortal eyes.)

SAINT WICK, THE VENERABLE

Associated spell: *Cure serious wounds*

Feast day: 3rd of Reedwryme

Major patronages: Ferrymen

Minor patronages: Grandfathers

Miracle: Worked as a bargeman, taking passengers across a great lake and entertaining them with parables along the way. When a heathen knight became angered and impaled the saint upon his lance, Wick calmly removed himself from the weapon's shaft and continued preaching, the wound miraculously healed.

SAINT WILLOFRITH, THE WIDE

Associated spell: *Know alignment*

Feast day: 30th of Braghold (Dolmenday)

Major patronages: Repentance

Minor patronages: Pie-makers, swordsmiths

Miracle: Willofrith was a tomb robber in his younger days, desecrating ancient barrows to relieve the deceased of their riches. One day, he unearthed a sword of great beauty, engraved with ancient script and bedecked with amethysts and pearls. As his hand reached out to grasp the hilt, he received an angelic vision warning him not to touch the weapon, for it housed a spirit of Chaos. Saved from possession, the young thief was converted to a man of God.

SAINT WORT, THE BENIGNANT

Associated spell: *Speak with plants*

Feast day: 24th of Obthryme

Major patronages: Yew trees

Minor patronages: Coppicers

Miracle: Robbed, stripped naked, and tied to a lone yew tree atop a barren hill and left to die, St Wort implored the One True God to come to his aid. In response, the tree upon which he hung took pity on the saint, and twisted its branches to snap his bonds. The saint thanked the tree and blessed all of its kind, which to this day are regarded as holy.

