

Fairy

The nature of the timeless realm and how one may get there from Dolmenwood.

The native realm of fairies lies adjacent to the mortal world, but remains veiled from those of mortal birth. In Dolmenwood, the boundary between the two realms grows thin, such that the laughter of fairies may at times be heard drifting on the winds of the fields we know.

An exhaustive account of the people and places of Fairy is beyond the scope of this book, but the most pertinent details in relation to Dolmenwood are discussed here.

THE NATURE OF FAIRY

Permeated With Magic

Fairy is endless and timeless, beyond the comprehension of mortals. The very nature of Fairy is steeped with magic, so much so that, to natives of that realm, magic is entirely natural and unremarkable.

Time Flows Unevenly

The forces of time, ageing, and decay do not wrack Fairy in the same way as they do the mortal world. While events come to pass one after the other, decay and death are not inevitable facts of life and time does not flow in an even course, but twists and loops and lurches.

Those few bold or hapless mortals who journey for long periods in Fairy often find that, upon returning to their own world, only a few days have passed. Conversely, one who makes a brief dalliance in Fairy may find that years have passed upon their return to the mortal world.

A Multitude of Regions

Fairy is divided into innumerable regions, each with its own character and denizens. Some regions are lush and fecund, filled with flitting, mirthful sprites; others are sombre and forbidding, ruled by mighty Kings and Queens; still others are wild and untamed, abandoned save for flowers of deathly beauty.

The most important regions of Fairy, along with their rulers, are described under *Fairy Nobles and Their Dominions*, p30.

Fairies of Myriad Kinds

Just as the realm of Fairy is endless, the variety of its inhabitants is without limit. Many fairies are of a particular race—elves, goblins, sprites, satyrs, hobs, pooks, redcaps, and bogeys, to name but a small number—each having their homeland in a particular region of Fairy. Other fairies are unique individuals, sprung into existence without parent or kin.

FAIRY DOMINIONS IN DOLMENWOOD

Of old, all Dolmenwood was ruled by fairy nobles, who claimed sections of the forest as extensions of their domains in Fairy. Those days are long since past, and the Wood as a whole is now ruled by mortals. However, remnants of fairy rule abide to this day in certain corners of Dolmenwood and a small number of fairy nobles retain a dominion in the mortal world. These are discussed under *Fairy Nobles and Their Dominions*, p30.

TODO Illustration

ENTERING FAIRY

Fairy Doors

Doors granting access to Fairy, either directly or via a fairy road (see *Fairy Roads*, p26) exist in a few special places in Dolmenwood, though some are hidden and some are guarded. These are listed in the *Fairy Doors* table and described more fully in the descriptions of the hexes where they are located.

The Baths of Astralon

The otherworldly bath-house of the Hag Thorn-Rosy (see p32) occasionally drifts into Dolmenwood, appearing upon an isolated island or beside a serene lake or pool. Mortals who spy the bath-house in this way are never permitted entry as guests, but may apply for employment as maids or furnace-tenders. Adventurers may also, upon occasion, be granted an audience with one of the eminent guests of the baths who sometimes seek emissaries, servants, or mercenaries.

The Duke's Pale Ships

The pale ships of the Duke Who Cherishes Dreams (see p31) may sometimes be sighted on the waters of the Dark Mirror (hex 1802). Mortals who get aboard will be transported to Hypnagogia, the Duke's domain in Fairy.

The Fairy City of Tainglass

On nights of the full moon, the city of the Lady of Midnight (see p33), Tainglass, can be spied glittering in the depths of the Avernall Lake (hex 0802). One who descends into Avernall's depths will gain entry to the fairy city.



The Goblin King's Name

The folklore of mortals speaks of many odd places in Fairy, some imagined and some actual. Among the most fabled is the bazaar of the goblins, where anything imaginable can be found for sale. One who gazes into a mirror at night and, at the stroke of midnight, calls out one of the names of the Goblin King (for he has myriad) will be whisked away to the Goblin Market until the sun rises in the mortal world. The Drune make frequent visits to the Goblin Market to trade arcane oddities. See *The Goblin King*, p32.

The Storm Word

During thunderstorms, the lightless realm of the Blind King draws near to Dolmenwood, allowing transit for those who know the secret word. See *The Blind King*, p30.

The Tomb Ritual

Mortals may enter the ancestral necropolis of Harkthold by making ritualistic offerings to its ruler, the Prince Who Is Seven, beside a tomb in the mortal world in the dead of night. See *The Prince Who Is Seven*, p35.

FAIRY DOORS

#	Name	Hex	Grants Access To
1	The emerald door	0602	Buttercup Lane (fairy road)
2	The rosy gate	1602	Buttercup Lane (fairy road)
3	The unicorn gate	1502	Duke Mai-Fleur's Road (fairy road)
4	The grey king's barrow	1508	Duke Mai-Fleur's Road (fairy road)
5	The twice-wreathed door	0309	The Narrow Way (fairy road)
6	The dungle-crack	1402	The Narrow Way (fairy road)
7	The hoary gate	1308	The Prince's Road (fairy road)
8	The moggle door	0711	Skippping-a-Derry (fairy road)
9	The willow gate	1305	Skippping-a-Derry (fairy road)
10	The glammering gate	1201	The White Way (fairy road)
11	The mizzle door	1207	The White Way (fairy road)
12	The Hag's portal	0908	Absynthe (realm of the Queen of Blackbirds)
13	The Lethean door	0209	Diuthurnia (realm of Duke Mai-Fleur)
14	The yellow doors	1406	Whyforth (realm of the Earl of Yellow)

Fairy Roads

Pathways constructed by mighty fairies of old, some of which still function.

In ancient days, when all of Dolmenwood was ruled from Fairy, the mighty lords and ladies of the Wood set about constructing a web of magical roads which enabled travel from one place in the mortal world to another via the twisting ways of Fairy. Six of these ancient fairy roads remain in Dolmenwood and may be used by those of adventurous spirit. For the use of fairy roads is not without peril.

ENTERING A FAIRY ROAD

Fairy roads are accessed by magical doors in the mortal world, one located at each end of the road. Some of these doors are plain to see, while others are magically warded or veiled. Doors are detailed in the descriptions of the hexes where they are located.

WHERE FAIRY ROADS LEAD

While fairy roads conceptually lead directly from one location in Dolmenwood to another, in reality they twist and meander through Fairy, such that travellers do not experience them as a straight course.

Fairy roads are not only useful as a means of travel between distant locations in the mortal world, but can also be used to enter Fairy via side-roads leading to the domains of specific fairy nobles.

JOURNEYS ALONG FAIRY ROADS

When entering a fairy road, one leaves the comfortable surety of the mortal world and ventures into Fairy, where magic permeates all things. Journeys along a fairy road are thus perilous and unpredictable.

Travel Procedure

The standard rules for overland travel should be used (see *Wilderness Adventuring* in *Old-School Essentials*). Each fairy road has a defined length in miles.

Getting lost: As characters are following a road, there is no chance of them getting lost.

Encounters and locations: As characters travel along a fairy road they may encounter monsters or special locations. Roll 1d6 up to three times per day (or part of a day) of travel on a fairy road. If the roll comes up 1–2, a monster is encountered (roll 1d20 on the *Fairy Road Encounters* table). If the roll comes up 3–4, a location is encountered (roll 1d8 on the *Locations* table for the road being traversed—note that the same location may be encountered twice!).

Don't Stray From the Path

Fairy roads, though they may appear to pass through wide expanses of terrain, are in fact only partially real, existing in magically isolated regions of Fairy. Characters who stray from a fairy road will soon begin to feel faint. Those who persist will lose consciousness within one turn, awakening at some time later in a random hex in Dolmenwood. Roll 2d6 on the *Time Passed in the Mortal World* table to see how much time has passed in the mortal world.

Journey's End

Time in Fairy does not flow in the same manner as it does in the mortal world. The perceptual time elapsed during a party's journey along a fairy road bears no relation to the passing of time in the mortal world.

Time in the mortal world: When the party comes to the end of a fairy road and returns to the mortal world, roll 2d6 on the *Time Passed in the Mortal World* table to see how much time has elapsed while they were in Fairy.

TODO Illustration

FAIRY ROAD ENCOUNTERS

d20 Encounter	d20 Encounter
1 Barrowbogey (1d6)	11 Grimalkin (1d4)
2 Centaur: Sylvan (2d6)	12 NH: Lost Soul (1d4)
3 <i>Doppelgänger</i> (1d6)	13 <i>NPC Party</i>
4 Drune: Braithmaid (1d3)	14 Redcap (3d6)
5 Drune: Cottager (1d3)	15 Redcap (3d6)
6 Elf: Knight (1d8)	16 Scrabey (1d4)
7 Elf: Noble (1)	17 Snail, Giant: Psionic (1)
8 Elf: Wanderer (1d6)	18 Sprite (2d6)
9 Fairy Horse (1)	19 Witch (1d4)
10 Goblin (2d6)	20 Woodgrue (1d6)

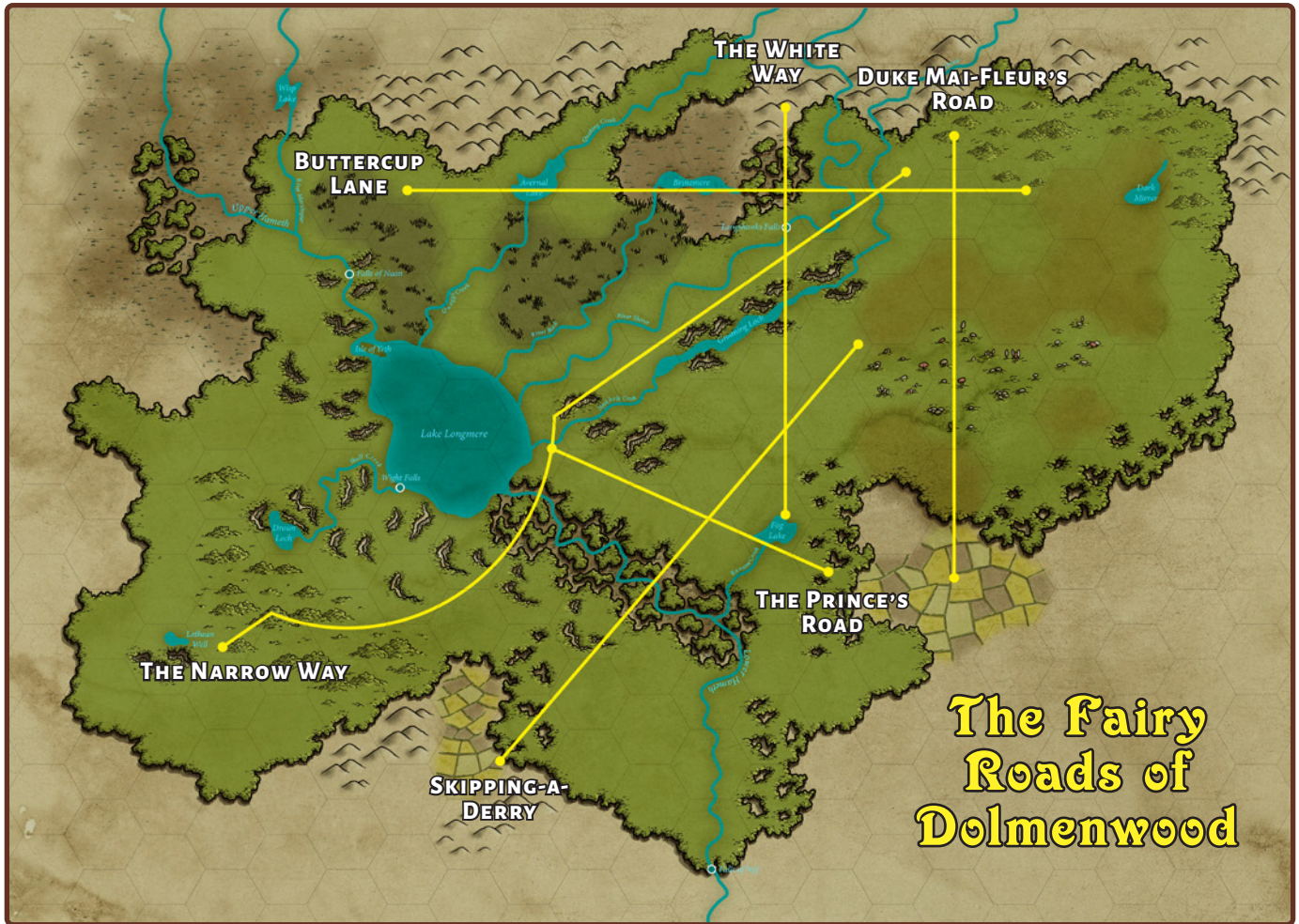
Monsters in italics: See *Old-School Essentials*.

Others: See the *Dolmenwood Monster Book*.

"NH": Normal humans. See *Normal Humans* in the *Dolmenwood Monster Book*.

TIME PASSED IN THE MORTAL WORLD

2d6	Time Passed
2	1d6 minutes
3–5	1d6 hours
6–8	1d6 days
9–11	2d6 days
12	1d6 weeks



FAIRY ROADS

#	Name	Door 1	Door 2	Length	Side-Roads
1	Buttercup Lane	0602	1602	12 miles	The Blossom Fields, the Gladding-Gloom
2	Duke Mai-Fleur's Road	1502	1508	24 miles	Diuthurnia, Ravenwild
3	The Narrow Way	0309	1402	36 miles	The Gladding-Gloom, Goblinhold
4	The Prince's Road	0806 (exit only)	1308	24 miles	Ravenwild
5	Skipping-a-Derry	0711	1305	36 miles	Absynthe, Catland, Whyforth
6	The White Way	1201	1207	12 miles	Lampwrack, Tallowspire

BUTTERCUP LANE

A quaint, winding lane bounded with towering hedges of beech and hazel. Buttercup Lane exists in the perpetual haze of a summer afternoon, carpeted with buttercups.

Doors: The emerald door (0602) and the rosy gate (1602).

Length: 12 miles.

BUTTERCUP LANE LOCATIONS

d8 Buttercup Lane Location

- Two giant willow trees flank a break in the hedge, their branches interwoven into a natural arch. A side-road leads off into the Blossom Fields (p34).
- A wrought-iron gate—formed like interwoven, tropical vines—hangs slightly open. Beyond the gate, a broad road lined with purple rhododendrons leads into the Gladding-Gloom (p34).

d8 Buttercup Lane Location

- The road passes through a meadow with a pond at its centre, surrounded by reeds and buzzing with dragonflies. Bathing in the pond restores 1d4hp.
- The road broadens and passes through a shady hazel copse. The head of a giant satyr statue lies tumbled amid the trees. The body is nowhere to be found.
- A tree hangs over the road, laden with ripe peaches. These are *fairy fruits* (see pXXX).
- The road passes through a hole in the trunk of a gargantuan old oak. 1d6 *root things* (see the *Dolmenwood Monster Book*) guard passage.
- A picnic hamper, stuffed with delicious provender sufficient for 6 persons, lays in the road. The napkins bear the royal sigil of Princess Andromethia (p34).
- Buttercups sway and sing a hypnotic lullaby. **Save versus spells** or fall into an enchanted slumber. 3d10 days pass in the mortal world.

DUKE MAI-FLEUR'S ROAD

A sandy road which makes its twisting way through a morose, misty pine-wood punctuated by the eerie cries of ravens. Depressing drizzle and perpetual dusk reign.

Doors: The unicorn gate (1502) and the grey king's barrow (1508).

Length: 24 miles.

DUKE MAI-FLEUR'S ROAD LOCATIONS

d8 Duke Mai-Fleur's Road Location

- 1 A broad, flagstoned road branches off. An ivy-crowned unicorn—the insignia of Duke Mai-Fleur—is carved into a large stone. The side-road leads to Diuthurnia (p30).
- 2 The road passes along a rocky ledge. At the bottom of the 50' drop can be spied a second road which soon diverges. This is a side-road to Ravenwild (p34).
- 3 The road ascends a boulder-strewn hillside in a series of gravelly switchbacks. There is a 3-in-6 chance of a landslide: **save versus paralysis** or suffer 1d8 damage.
- 4 The road crosses a stone bridge flanked by unicorn statues. Gazing into the misty river below, one may glimpse the goings on in Castle Brackenwold.
- 5 Night falls, bringing utter darkness for 6 hours. During this time, **2d4 shadows** (see *Old-School Essentials*) emerge from the trees, grasping after living souls.
- 6 The forest recedes and the road passes through a misty heath. **1d6 unicorns** (see *Old-School Essentials*) are encountered, grazing the rough grass.
- 7 A hunting lodge, copiously adorned with antlers, stands beside the road, windows shuttered. The door is not locked. Inside are five lightly furnished rooms, cobwebbed and dusty, but serviceable. Any who sleep here regain 1d6hp and awake with greying hair.
- 8 The ravens' cries intensify to a maddening din. PCs with WIS 6 or less must **save versus spells** or run into the woods, leaving the road.

THE NARROW WAY

A shadowy pathway following the zigzagging base of a lofty canyon. A huge red sun blazes in a midnight blue sky.

Instability: The Narrow Way crosses through the region of Dolmenwood which is warded by the ley line Chell (see p22). This magical interference has disturbed the course of the road, causing it to become somewhat unstable.

Doors: The twice-wreathed door (0309) and the dungle-crack (1402).

Length: 36 miles.

THE NARROW WAY LOCATIONS

d8 The Narrow Way Location

- 1 A lopsided, 4'-high door in the canyon wall hangs open, creaking. A mazy tunnel leads to Goblinhold (p32).
- 2 A green-varnished door in the canyon wall. Knocking with the shiny brass door-knocker (clasped in the mouth of a jester) causes it to open, leading into the steaming tropical gardens of the Gladding-Gloam (p34).

d8 The Narrow Way Location

- 3 The canyon splits into a winding maze of rocky paths, increasing the effective length of the road by 4d6 miles (reduced by 2 miles for each PC with INT 15 or more).
- 4 A twinkling star emerges in the sky, gradually waxes, and plunges comet-like into the canyon ahead. Impish faces dance amid the flames of the star-ember. They offer the PC with the highest CHA a wish in exchange for their soul. (The PC can never be raised from the dead.)
- 5 **2d4 goblins** (see the *Dolmenwood Monster Book*) peddle their wares from candlelit niches in the canyon walls.
- 6 The road descends a steep stairway, entering a chthonic region of pitch darkness extending for 1 mile.
- 7 **2d6 skeletons** burst from the canyon walls, clawing after living flesh.
- 8 The influence of the ley line Chell disrupts the road. Space fractures and the party tumbles into a void, emerging in the mortal world in hex 0807.

THE PRINCE'S ROAD

A relentlessly straight road, paved with slabs of cut ice. The Prince's Road passes through a frozen wasteland wracked by howling wind and snowstorms.

Cut short: The Prince's Road originally ran to the gates of Hoarblight Keep (hex 0505), but its path is now blocked by the ley line Chell (see p22). Thus only a single door grants entry to this road.

Doors: The hoary gate (1308).

Length: 24 miles.

THE PRINCE'S ROAD LOCATIONS

d8 The Prince's Road Location

- 1 The road crosses a frozen river which heads toward a misty pine-wood in the distance. The river is a side-road to Ravenwild (p34).
- 2 Icy statues of elf nobles line the road. They whisper to passersby in High Elfish: "Pay fealty to the Prince".
- 3 A pair of 16' tall, ice-carved knights flank the road. Speaking in distant whispers, they demand a toll of 100gp per mortal who wishes to pass. If denied their price, they may attack. (Treat as **bronze golems**—see *Old-School Essentials*—with cold-based attacks and immunity.)
- 4 A raging blizzard descends, rapidly burying the road under snowdrifts. There is a 3-in-6 chance of PCs becoming lost and wandering off the road.
- 5 A frozen human is entombed beneath the surface of the road. If dug up they will thaw out within a day. They angered the Cold Prince in ages long past with a petty deed and still fear his wrath. They speak Old Woldish.
- 6 A homely inn—the Hobbler's Rest—stands beside the road. It is run by a cantankerous old goblin woman named Thoggle. Common lodgings are available (see the *Dolmenwood Player's Book*), but the only food served is *fairy fruit* (pXXX) at 1gp per serving.
- 7 A trail of blood crosses the road and leads off into the snow.
- 8 A bottomless, 20' wide chasm interrupts the road. Any who cannot cross it must turn back.



SKIPPING-A-DERRY

A rustic pathway that winds its way through pleasant water meadows, little valleys, and up and down a series of merry knolls. A clement sun shines cheerily in a clear sky.

Doors: The moogle door (0711) and the willow gate (1305).

Length: 36 miles.

SKIPPING-A-DERRY LOCATIONS

d8 Skipping-a-Derry Location

- 1 A road paved with dark grey stones crosses the path. Following it (in either direction) leads to Absynthe (p35).
- 2 The path fords a sparkling stream which meanders into a cave mouth in the valley wall. The cave is a side-road to Catland (p35).
- 3 The path passes a crossroads in the midst of a field of golden corn. A wooden signpost indicates that the other road leads to "Spoondrift" (to the right) and "Wattle-Town" (to the left). Both ways lead to Whyforth (p32).
- 4 Within the space of a breath, the sun begins to set. A moment later, it is night. A blue moon rises and sings incomprehensible lullabies. Mortals must **save versus spells** or be perpetually enamoured of the night, suffering a -1 penalty to attacks and saves during daylight.

d8 Skipping-a-Derry Location

- 5 The path passes through a wood of sweetly blossoming elder trees. Amid the trees are gravestones, some bearing names of PCs' deceased relatives. Laying flowers upon a relative's grave grants the PC a +1 bonus to saving throws for one week.
- 6 The path climbs a tall hill whose top is carpeted with wildflowers. Butterflies of all hues flit around. Any who sleep here amid the flowers regain 1d6 hp.
- 7 The path crosses a wooden bridge over rushing river. A **sylvan centaur** (see the *Dolmenwood Monster Book*) named Cmbrogh guards the way, challenging the strongest PC to defeat her in (non-lethal) unarmed combat.
- 8 The path passes through a 3' high tunnel in the roots of a giant willow. **2d6 sprites** (see the *Dolmenwood Monster Book*) dwell among the roots and harass passing PCs.

THE WHITE WAY

A gravel road that twists through a gloomy, bewildering twilight forest. The White Way is utterly colourless; those entering from Dolmenwood bring with them an awful, buzzing vibrancy which fades within minutes.

Doors: The glammering gate (1201) and the mizzle door (1207).

Length: 12 miles.

THE WHITE WAY LOCATIONS

d8 The White Way Location

- 1 Thorny, white branches bend into an archway at the roadside. Within the arch is a howling blackness. Beyond is a side-road to the wastes of Lampwrack (p35).
- 2 A crumbling mausoleum stands beside the road, its door slightly ajar. Inside, a staircase leads down to a stretch of corridor which eventually emerges in the catacombs of Tallowspire (p35).
- 3 **2d6 hollow, lupine creatures** of rasping husks emerge from the trees and pursue travellers, gurgling and wailing. (Treat as **dire wolves**, see *Old-School Essentials*.)
- 4 A region of ashen trees with faintly glowing, crystalline apples high in their branches. When picked, the fruits glow only in darkness, casting a 20' radius light in which all things are colourless. One who possesses such a fruit must **save vs spells** or forever lose the ability to sing.
- 5 The road passes by a pool of horrid, seeping yellow. A vaguely **humanoid phantom**—also vivid yellow—emerges from the pool and gropes after living travellers. (Treat as a **spectre**, see *Old-School Essentials*.)
- 6 Light fades to utter blackness, lasting for 12 hours. Only magical light can penetrate the dark.
- 7 The road passes through a boulder-strewn plain. **2d6 shadows** follow travellers, observing from a distance. 1d3 of them will continue to follow PCs until they leave the White Way. They are harmless if left alone.
- 8 A plaza of white marble, ringed with pillars carved with the stern faces of satyrs and nymphs. Water trickles from the mouths of a great seven-headed lion fountain. Any who drink heal 1d6 hp and become forever colourless, even after leaving the White Way.

Fairy Nobles and Their Dominions

The mighty rulers of Fairy and the weird realms over which they hold dominion.

While the ancient beings who rule over regions of Fairy seldom have direct dealings with the mortal world, Dolmenwood and its inhabitants are sometimes embroiled in their inscrutable machinations. Only those fairy nobles and regions with a relation to Dolmenwood are discussed here, although many more exist and may be heard of in rumour and folktale.

THE BLIND KING

A terrible iron-crowned giant with grey, sagging skin, hair stiff with frost, and empty eye sockets. Though sightless, the Blind King senses the echoes of all that comes to pass within his drear realm, Gloomhold. All of the King's servants are blind, for his countenance brings eternal death.

The Blind King has no contact whatsoever with Dolmenwood and mercilessly imprisons any mortals who trespass in his realm.

The Realm of Gloomhold

A vast, lightless realm of perilous mountains, fathomless chasms, and smothering fogs.

The Fortress of Absolom: The Blind King rules from the obsidian fortress of Absolom, which stands at the summit of a great peak known as the Mountain of Whispers.

The dungeons of Absolom: Mortals speak fearfully of the fortress' dungeons, whose darkness is so profound that it seeps into a mortal's mind, erasing all memory of light.

Access from Dolmenwood: Speaking the Storm Word during a thunder storm (see *Entering Fairy*, p24).

THE COLD PRINCE

A cruel, alabaster-skinned frost elf, erstwhile ruler of all Dolmenwood, whose mind has been twisted by centuries of exile in his realm of Frigia (see *History*, p16). The Cold Prince is chief of one of the major factions in Dolmenwood and is described in further detail under Frost Elves, pXXX.

The Realm of Frigia

A realm of hoar-cloaked forest and snowy peaks.

The Palace of Ruvanaith: The Prince's ice-palace, Ruvanaith, sits in a hidden mountain valley and can only be reached by air.

Access from Dolmenwood: All paths between Frigia and Dolmenwood are magically warded, leaving the frost-realm deeply isolated in an obscure recess of Fairy. See *The Ring of Chell*, p22.



DUKE MAI-FLEUR

A wild-spirited half-elf (born in Fairy to a mortal mother), crowned with holly and ivy, whose dreadful anger and heartening laughter are ever imminent. Mai-Fleur rules the fairy realm of Diuthurnia. He is renowned as the most accomplished hunter ever to set foot in Dolmenwood.

The Realm of Diuthurnia

A moderately sized realm of dense, primal forest.

Castle Ravenmere: Deep in a pathless tract of wood is the Duke's castle, Ravenmere, which is ruled by his wife.

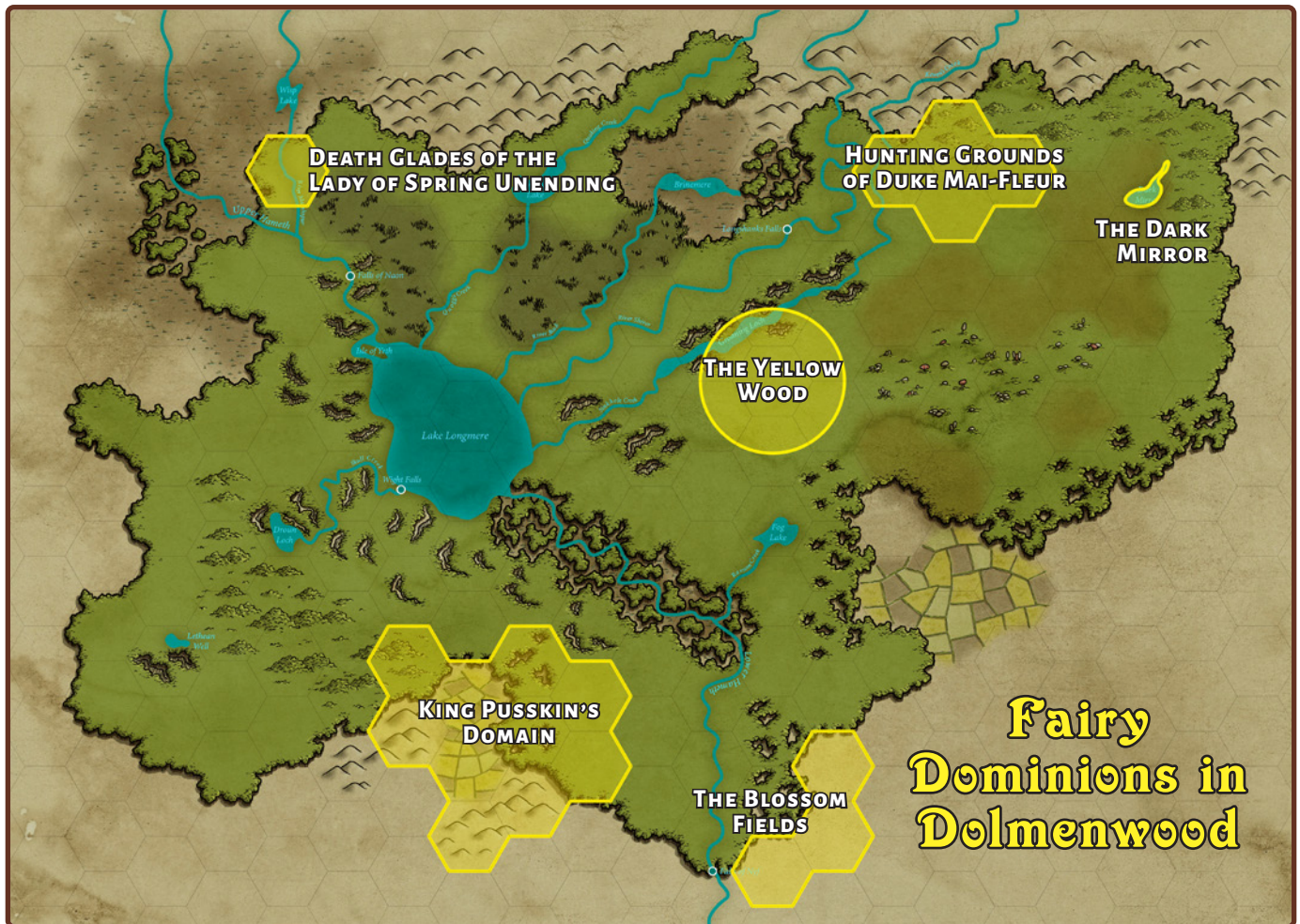
Access from Dolmenwood: The Lethean door (hex 0209). Diuthurnia may also be reached via Duke Mai-Fleur's Road (see *Fairy Roads*, p26).

Mortal Dominion—Hunting Grounds

Duke Mai-Fleur rules a small area of eastern Dolmenwood (hexes 1402, 1502, 1503, 1602) in addition to the forest realm of Diuthurnia.

Encounters in Dolmenwood

The Duke spends three out of every four seasons hunting with his retinue in the tangled depths of the forest and beyond. The Wild Hunts which cross over from Fairy into Dolmenwood are under the command of Duke Mai-Fleur. See hex 1402.



THE DUKE WHO CHERISHES DREAMS

A fickle being, ruler of Hypnagogia, who takes a variety of guises, as suit his whims. In the presence of mortals or elves, he usually takes the form of a corpulent, robed courtier bearing wondrous trinkets of illusion and dream.

The Realm of Hypnagogia

A disorienting dimension of endless, mazy forest where a playful, dream-like sentience pervades all things.

The Alabaster Spire: The Duke Who Cherishes Dreams rules from his fortress, the Alabaster Spire. His greatest treasure is his library of dreams, wherein the reveries and nightmares of every mortal in Dolmenwood are archived.

Access from Dolmenwood: The Dark Mirror (hex 1802).

Mortal Dominion—The Dark Mirror

The waters of the Dark Mirror in Dolmenwood (hex 1802) are traditionally counted as a part of the Duke's dominion. The dreams of the mortal folk of Dolmenwood pool in the Dark Mirror and are dredged by the Duke's sailors.

Ygraine and Meagre's Reach

The Duke was traditionally an ally of the sorceress Ygraine. Their relationship has become strained of late, as he holds Ygraine responsible for the irksome repeating dreams of the people of Meagre's Reach (hex 1703).



THE EARL OF YELLOW

A mirthful, ochre-skinned satyr with horns of shimmering ivory and a mane of radiant gold. The Earl rules the realm of Whyforth and a portion of central Dolmenwood. While he seldom visits the mortal world himself, the Earl takes an active interest in the doings of mortal folk in his dominion.

The Realm of Whyforth

A realm of golden plains and rolling meadows.

Spoondrift Castle: A towering fortification of spiralled, yellow sandstone—seemingly carved from a single piece by the whimsy of the wind—from whence the Earl rules.

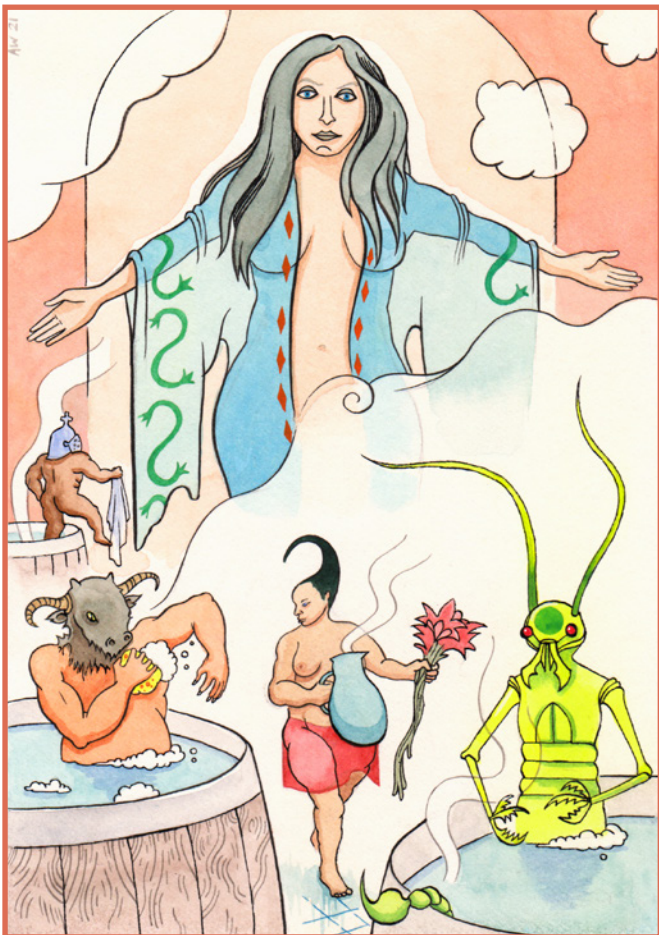
Access from Dolmenwood: The yellow doors (hex 1406). Whyforth may also be reached via Skipping-a-Derry (see *Fairy Roads*, p26).

Mortal Dominion—The Yellow Wood

The Earl's dominion also encompasses part of central Dolmenwood known as the Yellow Wood—an area twelve miles across, centred around Gorthstone (hex 1205). The Earl's emissaries—enigmatic elf knights clad entirely in yellow and riding atop great golden wolves—patrol this area of Dolmenwood and visit Prigwort in secret.

The Fealty of Prigwort

The town of Prigwort (hex 1106) is located within the Yellow Wood and its folk secretly pay fealty to the Earl of Yellow. If the town were ever seriously threatened, the Earl would certainly lend his aid.



THE GOBLIN KING

A lithe, silver-haired elf of jealous, sardonic temperament who has ruled over goblinkind since ancient times. He loves music and cavorting, often accompanied by hordes of goblin followers. The Goblin King is feared among mortals for his love of whisking children away to his realm, Goblinhold, where they are imprisoned in his befuddling dungeons. The Goblin King keeps many names, some of them public and some known only to a few individuals. (His true name is known only to himself, of course.)

The Realm of Goblinhold

A flat and barren plain of rocky badlands and mazy swamps. The sun of Goblinhold is merciless and its moon is bewitching.

Castle Muddlemoot: The Goblin King's castle looms at the centre of Goblinhold. The castle has a whimsical sentience of sorts and works to befuddle and mislead those unfortunates who pass through its gates and wander its seemingly endless muddle of mazes, courtyards, and dungeons.

Access from Dolmenwood: Calling the Goblin King's name (see *Entering Fairy*, p24). Goblinhold may also be reached via the Narrow Way (see *Fairy Roads*, p26).

The Goblin Market

Winding pathways from all over Fairy converge on the market of the goblins—one of the most significant centres of commerce in the timeless realm. It is here that goblins and fairies of all other kinds gather to trade weird and fantastic wares. Some few mortals of cunning bent find their way here too, and are welcomed by the goblins, who make no discrimination with whom they will trade.

The true location of the Goblin Market is unknown, though some believe it to be situated within Castle Muddlemoot.

THE HAG THORN-ROSY

A mistress of illusion, Thorn-Rosy typically takes the form of voluptuous, silk-robed giantess. She is the proprietor of a dimension-hopping bath-house known as the Baths of Astralon, where she dwells in palatial suites in the upper floors. She is known for her changeable temperament, her iron-fisted rule of the bath-house, and her fits of sudden mirth, and her love of gold. Though she spends her days surrounded by interdimensional nobility, she has little true respect for rank, preferring to consort with those who have the talent to reach above their station.

The Baths of Astralon

An extravagant bath-house where fairy nobles, powerful wizards, astral travellers, and the like may find rest and recuperation. The bath-house drifts throughout Fairy and may be reached via portals in many realms and strange dimensions.

Access from Dolmenwood: Astralon occasionally manifests beside pools or rivers in the mortal world (see *Entering Fairy*, p24).

KING PUSSKIN

A grimalkin king who has completely abandoned Fairy and “gone native” in his domain in the mortal world. As is the fate of any fairy noble who takes up permanent residence in the mortal world, King Pusskin has faded, over many centuries, into a dilute presence that pervades his dominion, no longer having a fixed, physical form. In time, he will fade entirely into folklore.

Mortal Dominion—The High Wold

King Pusskin’s presence is felt around the town of Lankshorn (hexes 0609, 0610, 0710, 0711, 0712, 0809, 0810, 0811, 0910, 0911), manifesting as a series of odd by-laws and taboos that, if not respected, will bring down his wrath.

LADY BELLADONNA

An elf lady of refined taste and capricious nature. Her eyes are blue as glaciers, her hair is crimson and wildly back-combed, and her garb is of black lace and cobwebs. Lady Belladonna is a rare, wandering noble—the whereabouts of her ancestral dominion are unknown; some speculate that it was destroyed in war or disaster. She roams in Fairy (where she is treated with respect) and in Dolmenwood.

Encounters in Dolmenwood

In the mortal realm, Lady Belladonna typically takes on the guise of an alluring, well-bred lady in distress, seeking the aid of adventurers in some grave matter. Inevitably the quest they undertake for her will be under false pretences. If the party do not look like fools, as a result, they will certainly look like criminals and earn themselves some new enemies.

THE LADY OF MIDNIGHT

A grim elf lady with skin the colour of rock and hair like living shadow. The Lady of Midnight rules the beleaguered fairy realm of Everborne. She is a cool-headed leader and a great poet who inspires her afflicted people to great valour.

The Realm of Everborne

A domain of dismal thorn-forests and broken deserts. The harrowing moon of Everborne looms ever-full.

The City of Tainglass: At the centre of Everborne stands the walled city of Tainglass, with its great garrison, eternally beleaguered by mindless hordes which descend from the moon. The Lady of Midnight remains in the city, in solidarity with her people.

Access from Dolmenwood: The Avernall Lake (hex 0802).

Mercenaries and Alliances

In an attempt to break the siege of Tainglass, the Lady of Midnight accepts aid from all quarters. She has been known to enlist mercenaries from the mortal world, in times of dire need. She would enter into an alliance with any faction that could tip the balance of her eternal battle. Indeed, servants of the Cold Prince have recently fought their way to Tainglass, seeking an audience with the Lady to discuss the possibilities of a coalition.



THE LADY OF SPRING UNENDING

A cruel elf woman of eternally youthful complexion, clad in white, with golden hair falling to her feet. The Lady is the half-sister of Princess Andromethia (p34), banished from her native realm of the Blossom Fields after poisoning her own brother in an attempt to take the throne.

Mortal Dominion—The Death Glades

Exiled from Fairy, the Lady lingers in a small dominion in north-western Dolmenwood (hex 0402). Despite her cheery name, the lady’s lands are dreaded—few who set foot in her ever-blossoming glades are ever seen again by mortal eyes.

The Lady’s Beauty

Some say that the Lady of Spring Unending is the most beautiful woman in Dolmenwood, and no small number of mortals have wandered into her dreaded lands wishing to catch a glimpse of her.

LORD GLADHAND

A portly, blue-skinned elf lord with broad, violet eyes and a prodigious, ivy-like beard. Gladhand dresses in puffed garb of padded silk and has a fondness for absurd masks. Lord Gladhand can step between his realm, the Gladding-Gloom, and the mortal world at will and can take mortals back with him, if it is his wish.

The Realm of the Gladding-Gloom

A fathomless expanse of lush, tropical gardens with an infinite variety of flowering plants.

Shandycoiffe manor: A rambling manse of mahogany and teak, situated atop a bluff overlooking the gardens. The vast hordes of servants who toil in the manse's gloomy interior seldom know whether their enigmatic Lord is at home or off on one of his wanderings.

Access from Dolmenwood: No doors lead directly from Dolmenwood into the Gladding-Gloom, but it can be reached via Buttercup Lane and the Narrow Way (see *Fairy Roads*, p26).

Encounters in Dolmenwood

Lord Gladhand often wanders in Dolmenwood in the guise of a kindly old wizard. He takes an interest in adventurers, but is a trickster, liking nothing better than to toy with mortals. His favoured trick is to send adventurers on a dangerous quest and then assume the role of their antagonist. When he tires of his tricks, he will reveal himself and then disappear with a chuckle.



PRINCE MALLOWHEART

Ruler of Ravenwild, also known as Prince Seven-Past-Noon. A decadent, cruel, and capricious frost elf—the estranged half-brother of the Cold Prince (pXXX)—who regards mortals as mere playthings. His sallowness and skin are blackened by frostbite. He dresses in robes of rich fur and wears a crown of iron thorns and fused diamonds.

The Realm of Ravenwild

A wild, desolate realm of eerie pine woods and treacherous bluffs. Ravenwild is unpopulated by sentient life.

Nooning Keep: Mallowheart's palace of granite and obsidian stands upon a lonely isle on a haunted lake.

Access from Dolmenwood: No doors lead directly from Dolmenwood into Ravenwild, but it can be reached via Duke Mai-Fleur's Road and the Prince's Road (see *Fairy Roads*, p26).

Encounters in Dolmenwood

Prince Mallowheart may come and go as he pleases within Dolmenwood's bounds, though the ring of Chell bars him, as it does all frost elves (see *The Ring of Chell*, p22). The Prince and his entourage of sadistic knights, amoral courtiers, and jaded ladies are sometimes encountered upon the roads of Dolmenwood, either charging toward some unknown destination or arrogantly setting up court in the middle of the road, forcing beings of lesser stature to trudge through the underbrush.

PRINCESS ANDROMETHIA

The ruler of the Blossom Fields is of half-satyr heritage and has a single spiralling horn above her left ear and the hoof of a goat in place of her right foot. She is a kindly woman of ancient years and yet appears eternally young.

The Realm of the Blossom Fields

Located in an obscure region of Fairy, the Princess' domain consists of a wide expanse of carefully tilled farmlands, rolling hills, and wild meadows. Her dominion is famed among mortals for the pastoral beauty of its timeless blossom fields, where a person may rest and dream for a century, without a care in the world.

Access from Dolmenwood: No doors lead directly from Dolmenwood into the Blossom Fields, but they can be reached via Buttercup Lane (see *Fairy Roads*, p26).

Mortal Dominion

The Blossom Fields are partially coexistent with a small region of rolling meadows to the south east of Dolmenwood (hexes 1212, 1311, 1312).

Encounters in Dolmenwood

In the balmy days of high summer, mortals of light spirit and good intent may chance upon the Princess and her courtiers, picnicking among the fields of her dominion in the mortal world (see hex 1312). Her hampers contain the most heavenly luncheon snacks that one could wish for.



THE PRINCE WHO IS SEVEN

A world-weary elflord—ruler of the realm of Lampwrack—who manifests as seven identical individuals. Surrounded by a thousand courtiers and petty nobles, six of the Prince's seven forms dance with elf-ladies and dine at overflowing banquet tables, while one dwells in near-isolation, in a forgotten tower in an obscure reach of his palace.

The Realm of Lampwrack

An endless waste haunted by husk-like beings that devour the souls of mortal and fairy alike.

The ruined city of Harkthold: At the centre of Lampwrack stands the ruined fairy city of Harkthold, where the Prince Who Is Seven holds his courts, which are host to a ball and banquet that persist without end. A languid decadence has taken hold here over centuries beyond memory.

Access from Dolmenwood: No doors lead directly from Dolmenwood into Lampwrack, but it can be reached via The White Way (see *Fairy Roads*, p26).

The Prince's Research

The private form of the Prince is absorbed in a study of the magical arts of Fairy. He seeks to revive his mythical ancestor, the vanquished First King of Lampwrack, who he believes has the power to return the kingdom to its former glory.

QUEEN-KING HATHOR

A corpulent, cerulean-skinned hermaphrodite with golden, rope-like locks wrapped around their limbs and torso. Hathor is renowned for their boundless carnal lusts and keeps a harem quarter encompassing miles of their realm, the fairy city of Tallowspire. The Queen-King sometimes steals away mortals of great beauty.

The Realm of Tallowspire

An infinite city whose vaults and catacombs are said to date from before the creation of the mortal world.

The Palace of Sighs: The palace of the Queen-King, walls studded with jade and opal, seemingly constructed by and for giants.

Access from Dolmenwood: No doors lead directly from Dolmenwood into Tallowspire, but it can be reached via The White Way (see *Fairy Roads*, p26).

QUEEN ABYSSINIA

Ruler of Catland, also known as the Queen of All Cats. The fearsome Queen Abyssinia is a fairy of odd heritage, half elfish, half grimalkin. Physically, she favours her elfish mother, appearing as a tall, slender woman dressed all in silver, with straight, silver hair, green, feline eyes, and needle-like claws as long as her fingers. Her mind is akin to her father's folk: volatile, reckless, spiteful, and whimsical.

The Realm of Catland

A hidden realm of gloomy woods, mazy rocks, and bewildering caverns. This is the native realm of grimalkins.

Access from Dolmenwood: No doors lead directly from Dolmenwood into Catland, but it can be reached via Skip-ping-a-Derry (see *Fairy Roads*, p26).

Former Ally of the Cold Prince

Queen Abyssinia was once an ally of the Cold Prince, but spurned him long ago.

THE QUEEN OF BLACKBIRDS

A raven-haired, black-eyed elf lady, cloaked in crows' feathers, who rules over the fairy realm of Absynthe. The Queen is aloof and ignorant to the concerns of mortal folk, but is for the most part benign toward any mortals who should cross her path.

The Realm of Absynthe

A great, phantasmagoric thorn-wood and a vast estate of frozen gardens and dark, cold lakes.

Access from Dolmenwood: The Hag's portal (hex 0908). Absynthe may also be reached via Skipping-a-Derry (see *Fairy Roads*, p26).

Former Mortal Dominion—Hag's Addle

In ancient times, the Queen's dominion encompassed the region of Dolmenwood now known as Hag's Addle. She no longer maintains this erstwhile domain and has no interest in the mortal world.

The Hag: The Queen's sister (now known simply as the Hag) haunts Hag's Addle, where she has been exiled for millennia for her wicked deeds. See pXXX for full details on the Hag.

The Queen's Banquets

The Queen of Blackbirds holds great balls and banquets upon barges in the lakes of Absynthe, as she once did upon the river Hameth. It is said that mortals who find their way to Absynthe are welcomed at the banquets.