

Lankshorn

0710—High Wold market town on the edge of the wild, goat-ruled woods.

OVERVIEW

A bustling town of well-kept, stonebuilt houses, clustered around a tall-steepled church and a cobbled market square. At the rear of the town, a slope rises towards Dolmenwood, which looms ominously, a reminder of Lankshorn's position on the verge of the wild.

Inhabitants (1,100): Mostly consisting of local folk of High Woldish origin who have made their livings in the town for many generations. A small number of shorthorn goatfolk also dwell in Lankshorn.

Ruler: The goat-lord Malbleat (*p66*) and his underling in the town, the Berkmaster Baldricke (*p103*)—Malbleat's representative in the town (a mayor of sorts).

Religion: As the old and well-loved church of Saint Pastery—located proudly in the town centre—attests, the people of Lankshorn are devout followers of the One True God. Lankshorners do not, however, see any contradiction in believing both the tenets of the Church and the jumble of quaint superstitions that they maintain.

TODO: Illustration

Threshold to Dolmenwood

The northernmost settlement in the High Wold, Lankshorn lies within a bowshot of the forest's border, acting as one of the two main "thresholds" into Dolmenwood (the other being Castle Brackenwold, in the east).

Wrested From Lord Ramius' Domain

Twenty-two years ago, a feud among the nobles of House Ramius led to an abrupt reshaping of traditional domain boundaries in the High Wold (see *House Ramius Divided*, *p64*). It was thus that Lankshorn was wrested overnight from the domain of Lord Ramius and became part of the newly established domain of Lord Malbleat.

The Cruelty of Lord Malbleat

Lankshorners take great pride in the custom of goat-lordship over their town, regarding this as a perfectly normal state of affairs. The increasingly brazen cruelty of Lord Malbleat is, however, leading to unease in Lankshorn. Some folk speak of petitioning the Baron Hogwarsh to intervene and replace Malbleat. Others note that it was Hogwarsh who was responsible for Malbleat's appointment as lord of Lankshorn in the first place.

Goatish Blood

Over many generations, the people of Lankshorn have partially interbred with their goatish neighbours who dwell under the eaves of Dolmenwood. Most Lankshorners show no evidence of this mixed heritage, but the occasional goat-like feature can be noted among the townsfolk.

THE LANKSHORN LOOK

d6 Goatish Aspect

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|---|---|
| 1 | Goatee beard (also sometimes found on old women). |
| 2 | Goat eyes (sometimes a single eye only). |
| 3 | Goat's hoof in place of a foot. |
| 4 | Goat's hoof in place of a hand. |
| 5 | Horn-like nubs on the forehead. |
| 6 | Rudimentary tail ending in a tuft of coarse hair. |

A Superstitious Folk

In Lankshorn, ancient pagan beliefs are blended with the strictures of the Church, forming an idiosyncratic mass of folk belief and superstition. Some example superstitions that adventurers may come across are listed below, but many more exist. PCs who transgress these edicts are likely to encounter an incredulous or frosty reception from locals!

LANKSHORN SUPERSTITIONS

d6 Superstition

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| 1 | It is disrespectful to travel south along the Swallow Road without carrying a little fresh milk. (This relates to the shrine to King Pusskin in hex 0711.) |
| 2 | Draining one's glass completely brings ill luck. A sip should always be left for the house bogle. |
| 3 | Stepping over a threshold without knocking on the door first (even if the door is open!) brings ill fortune. |
| 4 | Bringing a sword into a dwelling without first dousing the blade with water will bring misfortune upon the household. |
| 5 | It is advisable to tiptoe up stairs, so as not to disturb the cob-knockers who make their homes under the boards. |
| 6 | Wiping one's plate clean with a fresh handkerchief brings good luck. |

EQUIPMENT AVAILABILITY

Standard equipment and vehicles are available in Lankshorn at the normal price. Mounts and hounds are usually only available at the market on Moot (see *Market Square*, *p102*). Mercenaries can only rarely be hired here, and unusual specialists (e.g. sages, spies) cannot be located.



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|-------------------------------|-----------------------------------|
| 1. Church of St Pastery | 7. Harper's Hall |
| 2. Market Square | 8. The Bladesmith |
| 3. The Hornstoat's Rest (Inn) | 9. The Nuncle-Stones |
| 4. The Man of Gold Apothecary | 10. The Ditchway |
| 5. Vicarage | 11. Manor Road |
| 6. Graveyard | 12. Swallow Road |
| | 13. Bogway's (Tavern and Stables) |

The Lankshorn Constabulary

Clad in smart red leather armour with goat-horned helmets, the guards of the constabulary are semi-professionals drafted from the ranks of townsfolk of eligible age.

Combat stats: AC 6 [13], HD 1 (4hp), Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 10

Arrival on the scene: If word of a crime is called out in the town, 1d3 guards will arrive within 1d10 minutes (1d3 turns at night). A further 1d3 guards may arrive 10 minutes later (1d3 turns later at night), if reinforcements are called for.

LANKSHORN ENCOUNTERS—DAY

d6 Encounter

- 1 **3d6 shorthorn soldiers** bringing a caged captive to Redwraith Manor for trial before Lord Malbleat.
- 2 A company of **2d6 merchants** (plus their guards) from Castle Brackenwold.
- 3 A funeral procession of **3d6 townsfolk** wearing wooden goat masks, led by **Father Dobey (p102)**.
- 4 **Berkmaster Baldricke (p103)** ordering folk around.
- 5 **Lord Malbleat (p66)** and **2d4 longhorn guards** demanding impromptu taxes (10% of carried wealth).
- 6 **Sydewich Maldwort (p103)** haggling with a loud foreign pedlar over the price of *memory dust*.

LANKSHORN ENCOUNTERS—NIGHT

d6 Encounter

- 1 **1d4 masked townsfolk** furtively daubing "MALBLEAT OUT!" on walls.
- 2 **2d6 ruffians** (stats as *bandits*), looking for trouble.
- 3 **3d6 sprites** causing mischief.
- 4 **Father Dobey (p102)** leading an unsuspecting youth into the woods, via the secret passage in the church.
- 5 **Lord Malbleat (p66)**, **2d4 shorthorn guards**, and **1d4 longhorn nobles** driving in a fancy carriage to the Hornstoat's Rest to demand food and entertainment.
- 6 **Margerie Stallowmade (p102)** gossiping with a barrowbogy from hex 0810.

For monster stats, see the *Dolmenwood Monster Book* or (for monsters in italics) *Old-School Essentials*.

1. CHURCH OF ST PASTERY

An antique, stone church with a strikingly pointy steeple and a riot of carvings depicting gargoyles and angels battling.

Entrance: An archway lined with white marble carvings of a friar (St Pastery) laying hands beneficently on hordes of cattle.

Interior: In contrast with the church's grand exterior, the interior is simple and rustic: lacquered wooden pews, a stone block altar, and a 5'-high wooden statue of St Pastery (patron saint of butchers and well-borers) holding a meat cleaver and a shovel.

Populace: Solemn mourners and supplicants, cheery choirs. The local vicar, **Father Eggwin Dobey**, surreptitiously surveying visitors from a balcony. On Sunning mornings, most of the townsfolk attend the sermon.

Prayer: A cleric or friar of the One True God who prays for 1 hour receives the blessing of St Pastery: the ability to cast *cure disease* once within the next 24 hours.

Secret passage to the woods: A trapdoor is concealed beneath a stone font. Beneath, a short flight of stairs leads down to a damp tunnel that passes beneath Lankshorn and emerges in the woods close to the Manor Road. Father Dobey uses this tunnel to secretly come and go between Lankshorn and Redwraith Manor.

Father Eggwin Dobey

The vicar of Lankshorn is a scrawny, stooped man of advanced years with a wispy pate and flimsy spectacles. Dobey is a corrupt priest who cares little for the Church. He serves Lord Malbleat and is complicit in several of the goat-lord's wicked schemes.

Demeanour (Chaotic): A sharp and conniving mind, despite the dodderly impression he presents. Has a habit of wagging his finger admonishingly.

Speech: Feeble, wavering. Woldish, Liturgic, Old Woldish.

Desires: To aid Lord Malbleat in defeating his half-brother Lord Ramius and consolidating his rule over all of the High Wold. To be instated as the Bishop of High-Hankle.

Possessions: A gold holy symbol of value beyond the usual means of a rural priest—a gift from Malbleat.

2. MARKET SQUARE

A cobbled market square at the centre of the town. Markets are held here twice a week:

Moot: Food, drink, and livestock market. Stalls hawking local produce, freshly brewed cider, and a vast array of cheeses. Horses and hounds of all kinds may also be purchased on Moot.

Sunning: General market with a mixture of stalls.

TODO: Illustration

3. THE HORNSTOAT'S REST (INN)

A high-gabled, wooden building of overhanging eaves and many-hued, lacquered panels. A wide, round door topped with a goat's skull welcomes travellers and merry-makers.

Sign: A white stoat with prominent red horns reclining on a luxurious purple couch. (This creature is a hornstoat—a fairy of local legend which is said to live in the hearts of great oak trees and mock the foolish toiling of humans.)

Common room: A cramped room with high stools crammed against the walls and a cluster of three small tables in the centre. Guests are served by the landlady, **Margerie Stallowmade**, her three sons, and her twelve-year-old daughter Willow (who is notable for having a goat's hoof in place of her left hand).

In the late evenings: The tables are often pushed together in the centre of the common room and used as an improvised stage for raucous dances or musical performances.

Guests: Local folk, pedlars, travellers, and merchants.

Services at the Hornstoat's Rest

Common lodgings and food: See the *Dolmenwood Player's Book*.

Aspintheon: The preferred tippie of the proprietor, purple aspintheon (see the *Dolmenwood Player's Book*) is always in stock. Favoured guests may also be offered a glass of the rarer and more infamous *green aspintheon* (pXXX).

Margerie Stallowmade

A woman of some fifty years, with twinkling eyes, a broad grin, copper hoops in her ears, and a figure plump with decades of pie-eating. Since the death of her husband and two eldest sons in a pointless war a decade ago, Margerie has taken to wandering in Dolmenwood and is fascinated by its strange secrets.

Demeanour (Lawful): Presents herself to strangers as a harmless bumpkin, but has a keen ear and a sharp memory. Constantly polishes surfaces, mugs, and guests while chatting.

Speech: Incessant, rustic banter. Woldish.

Desires: To meet a real life witch or wizard. To visit Fairy. To taste the legendary golden aspintheon.

Information: She is acquainted with the fairy Thratlewhit (hex 0810), with whom she shares foraged blackberries and silly stories of comings and goings in Lankshorn. She knows the location of the fairy's lair, but will not share it lightly.

4. THE MAN OF GOLD APOTHECARY

A squat, stone building with a wooden, two-storey tower lies in a narrow alleyway at the rear of the Hornstoat's Rest, cramped between a fishmonger's and a butchery.

Sign: The sign of a smiling, golden sun swings above the door, announces the name and function of this shop.

Proprietor: The Man of Gold is owned and run by **Sydewich Maldwort**. The establishment has been in the Maldwort family for three generations and has an excellent reputation for the quality of its herbs (which are carefully air-dried in the tower above the shop).

Sydewich Maldwort

A bachelor in his late thirties, with a fashionable moustache and long blond hair tied in plaits.

Demeanour (Neutral): Sycophantic, aloof. Bored with simple townsfolk, but excited to converse with folk of adventurous spirit.

Speech: Nasal, oily. Woldish.

Desires: To sell the apothecary to a suitable buyer and elope with Elmine Crump, wife of the keeper of the Spawning Salmon tavern in Dreg (pXXX), whom he is in love with.

Services at the Man of Gold

Mushrooms and herbs: The preparations listed in the *Dolmenwood Player's Book* are sold at the standard prices and with the standard chance of availability.

Alchemical compounds: There is a 2-in-6 chance of each of the following compounds being in stock: *alchemical tonic* (pXXX), *amber nectar* (pXXX), *memory dust* (pXXX), *Orgon's scintillating philtre* (pXXX).

Psychedelic compounds: There is a 2-in-6 chance of each of the following compounds being in stock: *black clover* (pXXX), *devil's grease* (pXXX), *frisk* (pXXX), *lethe* (pXXX).

TODO: Illustration

5. VICARAGE

A small, thatched cottage located to the south-east of the town proper, accessed by a track that winds through sheep-grazed pastures.

Inhabitants: The local vicar, **Father Dobey**, along with his maidservant, Mabble.

6. GRAVEYARD

To the rear of the vicarage lies the village's graveyard, bounded by imposing, ivy-clad walls.

Entrance: Cast iron gates engraved with Liturgic script. The writing is a traditional plea to Saint Signis the Silent that the interred dead may slumber in rest eternal. To anyone familiar with religious practices within Dolmenwood it is clear that the graveyard is under the protection of the order of Lichwards.

Gravestones: Outsiders may note the presence of goats' heads carved atop many of the gravestones.

7. HARPER'S HALL

A tall, lime-white manor beside a shallow lake ringed with storm-wracked elms.

Function: Harper's Hall serves a dual purpose. First and foremost, it is the town residence of Lord Malbleat, though he seldom inhabits it for longer than a night each month. Secondly, one of its side-wings comprises the dwelling of the Berkmaster and his family.

Inhabitants: The current Berkmaster (installed by Malbleat when he assumed lordship of the town) is **Clewyl Baldricke** ("His Lordship"), who lives here with his wife Almerie and four adolescent children.

Hidden fugitive: The Berkmaster harbours a young half-goat boy who stumbled out of the Wood some months ago. Like most of his kind, the boy is a half-wit, but responds to the name "Billy" and evidences a great fear at the mention of Lord Malbleat. This fact, in conjunction with certain physical characteristics, lead the Berkmaster to believe that the boy may be his grandson. He has enlisted the aid of the wizard Merriwyn Scymes (hex 0808) to discover a means of curing the boy's mental deficiencies.

Berkmaster Clewyl Baldricke

A tall, plump man of around 50 years, with densely curled, auburn hair on his head, face, and chest. He dresses in voluptuous purple velvet and wears the silver boar's head medallion hereditary to his station. Many townsfolk privately mock the Berkmaster as a self-important puppet of Lord Malbleat.

Demeanour (Neutral): Brusque, pompous, incredulous at any who would question his word.

Speech: Exaggerated booming. Woldish.

Desires: The respect of all in Lankshorn. To cure the half-goat Billy of his malady. To temper the wickedness of Lord Malbleat. (Privately worries that his lord's growing cruelty will lead to rebellion.)

Family: Eldest daughter, Bronwyn, was married to Lord Malbleat a decade ago and seldom leaves the confines of Redwraith Manor.

Servants: The local constabulary. Several informants and rumour-mongers in the town report to the Berkmaster of anything untoward.

8. THE BLADESMITH

A slate-roofed, pebble-walled forge with tall chimney of stacked slate. The resident blacksmith, **Joremey Whilpston-Puddingfoot**, earns his daily living shoeing horses, mending pots, and forging farm tools. His true passion, however, is for the forging of artisan blades. His handiwork is of a quality seldom found even in great towns.

Services at the Bladesmith's

Standard blades: Finely crafted steel blades at 25% above the normal price.

Iron blades: A small number of iron daggers are kept in stock at all times, for a cost of 4gp.

Silvering: Silvered daggers and swords may be purchased at ten times the cost of a plain steel blade. Only silvered daggers are usually kept in stock.

Engraving: Commissioned blades may be engraved with patterns, script, or runes, as the buyer wishes. This typically doubles the basic cost. The bladesmith's work is detailed and beautiful.

Moon-forging: The bladesmith is privy to a craft of fairy origin—practiced by very few in the modern day—by which a blade forged by the light of the full moon can be imbued with a minor enchantment (see **Moon-Forging Enchantments**). Moon-forging takes much preparation and is only performed to special order for trusted customers.

TODO: Illustration

Moon-Forging Enchantments

Minor enchantments of any kind may be imbued into a blade by the craft of moon-forging. The following enchantments are known to the bladesmith of Lankshorn, but others are possible. Note that the cost is in addition to the basic cost of the blade.

Foe-binding: Grants a +2 bonus to damage against a specific foe. This requires a sample of the blood or hair of the target, which is folded into the surface of the blade. 500gp.

Vengeance: Grants a +1 bonus to attack rolls against opponents who have wounded the wielder in this combat. 250gp.

Back-biter: Grants a +1 bonus to attack rolls against a foe retreating from melee. 100gp.

Moonlight: Speaking the weapon's name (bestowed upon it during forging) causes it to emit moonlight in a 30' radius for one hour. It must then be recharged by bathing it in moonlight for a night. 400gp.

Joremey Whilpston-Puddingfoot

A slim man in his late forties, with black, slicked-back hair and eyes set wide apart. Unbeknown to any in the town, Joremey has fairy blood—his grandfather was sired by a wandering fairy.

Demeanour (Lawful): Quiet and confident. Down to earth, but easily waxes lyrical when speaking of his craft. Holds penetrating eye contact.

Speech: Gentle, lilting quality. Woldish, basic Sylvan.

Desires: To know the identity of his fairy ancestor. To make a sword for the Duke of Brackenwold.

9. THE NUNCLE-STONES

A ring of ancient, moss-covered stones standing upon a hill, looming over the town.

Shunned: The townsfolk shun the stones, believing them to be associated with witchcraft and the servants of the Nag-Lord. The stones are therefore a favoured haunt of local youths, daring to defy their elders' wisdom.

Swirling vortex: Anyone who can detect magic or the invisible (e.g. those under the influence of green aspintheon, pXXX) perceives a swirling, pink and orange vortex in the sky above the stones. Anyone who flies into the vortex is swept away by a violent gust of wind and released half an hour later above the Isle of Yeth (hex 0505).

10. THE DITCHWAY

The east-west road, known to locals as the Ditchway, winds through a broad channel with sandy banks on either side. The western route is disused, as it passes by the haunted Lankston Pool (hex 0610), but the eastern road is frequented by much trade, leading to the port-town Dreg on the banks of the Hameth (hex 1110).

11. MANOR ROAD

The old north road leads to the edge of Lord Malbleat's estate at Redwraith Manor (hex 0709). Beyond the goat-lord's manor, a track known as Fisher's Path leads on into the depths of Dwelmfurgh and on to Lake Longmere in the heart of the Wood.

12. SWALLOW ROAD

A hedge-lined, country road that winds through rustic farmland towards High-Hankle.

TODO: Illustration

13. BOGWAY'S (TAVERN AND STABLES)

A ramshackle two-storey drinking establishment with wonky windows. A large stable yard and stalls are located at the rear.

Sign: A grinning toad holding a frothing mug of ale.

Common room: A lofty space, packed with wobbly tables and stumpy stools. Balconies on the upper floor overlook the common room. An iron candelabra bearing dozens of fat candles hangs from chains in the rafters. The proprietors, **Lump “Sarge” Groghorn** and **Whimsly Bobblefrock**, serve the crowds from behind a row of barrels.

Upper rooms: A bustling and inconveniently low-roofed dancehall and a series of gloomy side-rooms where card games or indiscreet liaisons may be had.

Guests: A raucous mix of farm hands, wayfarers, short-horns, drunkards, and gamblers.

Services at Bogway's

Poor food: See the *Dolmenwood Player's Book*. No lodgings are available (apart from stabling for mounts).

Nippers: The grimalkin's favoured tipple, nippers (see the *Dolmenwood Player's Book*) is always available here.

Stabling: 3sp a night, including fodder. Despite the low cost, the stables at Bogway's are of good quality and the grooms are well-trained and professional.

Horses: Good quality riding horses can often (3-in-6 chance) be purchased from the stables at the normal price.

Lump “Sarge” Groghorn

An ageing, battle-scarred, white-eyed shorthorn dressed in grimy leather with a single gold earring. Served in Lord Murkin's army for many years.

Demeanour (Neutral): Scowling, mean, laughs readily and heartily. Pulls one ear when thinking.

Speech: Curt and crude. Woldish, Gaffe.

Desires: To marry a “real lady” (i.e. a longhorn). To steal Lord Murkin's enchanted sword (see p67).

Combat stats: 2 HD veteran (see *Old-School Essentials*).

Whimsly Bobblefrock

A gangly female tortoiseshell grimalkin who habitually wears a tricorne hat and an eyepatch. Was once magically enslaved by Madame Shantywood (hex 1110), but fled with the aid of a sympathetic minstrel.

Demeanour (Neutral): Flamboyant, indignant.

Speech: Purring punctuated with yowls. Woldish, Mewl, Gaffe.

Desires: To relieve the arrogant rich of their baubles. To burn down Chateau Shantywood (hex 1110).

Possessions: A glass eye (beneath her eyepatch) that allows her to see through cloth and wood.

