

# Odd

1403—Drifting on the borders of Fairy. Secret allies of the Drune.

## OVERVIEW

A huddle of thatched wooden huts intermingled with animal pens. The village is located in a glade around a grassy knoll on which stands a ramshackle church.

**Inhabitants (90):** Rustic, woodland folk, distinguished by their height and black hair (they have mixed Drune heritage).

**Ruler:** Odd is within the domain of House Guillefer (see hex 1304), but is controlled by the Drune, via the authority of a headman (currently **Broobe Dogoode**—see *p127*) appointed by the sorcerers.

**Religion:** Odd-folk ostensibly worship the One True God, but the village church is clearly disused. If questioned about this, the villagers claim that they worship in their homes, only using the church for marriages and baptisms. In fact, they are pagans—worshipping “beast saints” (amalgams of one of the saints of Dolmenwood with an animalistic folk deity) at secret shrines in their attics.

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## Fur and Game Hunters

Situated in the deep woods, the people of Odd are predominantly trappers and hunters. Traders regularly travel from Prigwort to purchase fur from the Odd-folk, and quality inns as far south as Castle Brackenwold covet the rare game that can be trapped in the woods around the village. Indeed, the bolder folk of the village dare to venture into the hunting grounds of the fairy Duke Mai-Fleur (*p30*—hexes 1402, 1502, 1503, 1602) to poach the fairy animals which live there.

## Drifting into Fairy

Over the last few centuries, Odd has come under the effect of a dimensional anomaly of unknown provenance—it is slowly drifting into the fairy realm of Diuthurnia (*p30*). The Drune exert the power of the monolith in the church (see *The Orbstone*, *p126*) to tether the village to the mortal world.

## The Village's Name Keeps Changing

The most noticeable effect of the village's dimensional vagueness is that it has a different name each time outsiders enter. Only outsiders refer to this village by the name Odd—the villagers themselves refer to the place by other names, different every time outsiders arrive. When the name seemingly changes, the villagers themselves do not ever remember it being called anything else.

### THE VILLAGE'S CURRENT NAME

d12	Name	d12	Name
1	Chancton Vale	7	Dwarrowmold
2	Snablesby	8	Lobwall
3	Billingshorst	9	Little Chinctory
4	Hogle's Nob	10	Swickery
5	Poncing-Upon-Sea	11	High-Hangle
6	Angerslock	12	Creamslow

## EQUIPMENT AVAILABILITY

Aside from luxurious furs (available at the lodge—see *p127*), only basic gear and common tools (e.g. backpacks, bedrolls, candles, chisels, cooking pots, fishing rods, lanterns, oil flasks, ropes, sacks, standard rations, torches) are available in the village. Likewise, only weapons commonly used by rustic folk (e.g. arrows, daggers, short bows, slings, staves) are available. No form of armour can be bought in Odd.

**Map Key**

- |                           |                       |
|---------------------------|-----------------------|
| 1. The Church             | 4. The Lodge          |
| 2. The Moggle's Gob (Inn) | 5. Beast Saint Statue |
| 3. The Home of the Sage   | 6. Lochsbreth Road    |
|                           | 7. Follyegg Road      |

TODO: Illustration

**ODD ENCOUNTERS—DAY****d6 Encounter**

- 1 **3d6 villagers** waving animal heads and pelts on poles, parading to the beast saint statue.
- 2 A madcap chase through the village: **1d4 villagers** pursuing a **mud-spattered pig**, escaped from its pen.
- 3 A company of **1d4 merchants** (plus their guards—*OSE*) heading to the lodge to buy fur garments.
- 4 A **braithmaid** (*DMB*) bringing a note to the headman.
- 5 An **elf knight** (*DMB*) in the service of Duke Mai-Fleur, seeking 3 poachers believed to be in Odd. She will pay 30 coins of fairy silver (10gp each) for their capture.
- 6 **2d4 moss dwarfs** (*DMB*) stumble bleary-eyed into the village, asking for directions to the Sombre Lamb inn.

**ODD ENCOUNTERS—NIGHT****d6 Encounter**

- 1 **2d6 drunkards** (as bandits—*OSE*) looking for trouble with outsiders.
- 2 **1d3 Drune cottagers** (*DMB*) slipping into the church, carrying a woman bound in bandages upon a bier.
- 3 A monster (roll on the **Monsters** encounter table, see **p146**) wanders out of the woods and into the village.
- 4 An **adventuring party** (*DMB*) with a cart-load of grave goods from the barrows in hex 1504 creep toward the home of the sage, seeking his aid.
- 5 A wandering **friar** (*DMB*) irately tearing the “sacrilegious” adornments from the beast saint statue.
- 6 **Briggle** (the sage’s grandson) trysting in the churchyard with a **braithmaid** (*DMB*).



## 1. THE CHURCH

A run-down church of weather-stained stone, perched atop the knoll in the centre of the village. The church is locked up and appears disused. In place of a spire, a black monolith protrudes (see *The Orbstone*).

**Wall:** The church is girded by a 5' high wall with a rusty iron gate that creaks in the wind.

**Churchyard:** Wild old yew trees. Graves marked with miniature obelisks, rather than conventional gravestones.

**Entrances:** All windows are shuttered. Doors are chained and locked. (The village headman, **Broobe Dogoode**, and the local Drune have keys.)

**Interior:** Wooden pews stacked at one side. Thorny twigs litter the floor. Altar covered in melted, black wax. No religious oddments—it is unclear to which saint this shrine was dedicated. At the rear, the Orbstone ascends through the roof.

**On nights of the full moon:** Drones slip into the village and perform rituals in the church, decanting the spirit energies of the Orbstone—a phosphorescent green gloop—into copper urns.

### The Orbstone

A 30' tall monolith of sheer black stone, glassy and almost mirror-smooth.

**Reflections in the stone:** Appear distorted and beast-like.

**Faintly glowing green markings:** Palm-sized, arcane runes in Drunic script, interwoven with fine Woldish script, etched into the stone: hundreds of human names, both modern and archaic.

**Function:** The Orbstone was placed in Odd by the Drune, many centuries ago, pre-dating the church, which was built around it later. The stone acts as a soul siphon, trapping the spirits of all who die in the village. (It is their names that can be read on the surface.) The Drune extract the energies of the trapped spirits for use in their magic. In recent years, a portion of the spirit energy is harnessed as a means of tethering Odd to the mortal world, preventing it from drifting into Fairy.

**The runes:** If deciphered (e.g. *read magic*), the runes reveal the spell *Speak With Dead*. An arcane spell-caster who studies the runes (1 hour) may opt to learn this spell when next able to learn a 3rd level spell. The hundreds of souls imprisoned in the monolith may be addressed via this spell.

**Destroying the stone:** Releases the souls of the dead and causes Odd to drift off into Diuthurnia, disappearing from the mortal world within a fortnight.

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### Speak With Dead

#### 3rd level arcane spell

**Duration:** 1 turn

**Range:** 10'

The caster may ask questions of a deceased person, the spirit's voice echoing out from beyond the grave.

- **Remains:** Some remnant of the person's physical body (e.g. bones) must be within range.
- **Time since death:** It is only possible to awaken a spirit which has died within a certain time frame, dependent on the caster's level (see table below).
- **Questions:** The number which can be asked depends on the caster's level (see table below).
- **Speech:** The spirit speaks tongues it knew in life.
- **Knowledge:** The spirit answers truthfully, but only possesses knowledge it had in life.

#### SPEAK WITH DEAD LIMITATIONS

Level	Time Since Death	Questions
6 or lower	7 days	2
7–8	7 months	3
9–10	7 years	4
11–12	70 years	5
13 or higher	Unlimited	6

## 2. THE MOGGLE'S GOB (INN)

The village's only tavern, slumped and bulging under the weight of its oversized thatch.

**Sign:** The gaping maw of a monster, showing its malformed teeth and dangling tonsils.

**Common room:** Gloomy, smoky, and poky, yet cosy. The landlady, **Mogget Crookbone**, serves from behind a bar strewn with bear wolf pelts.

**Guests:** The patrons, of an evening, consist of local drunkards and gamblers, prone to aggressive tirades.

### Services at the Moggle's Gob

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

**Game stew:** Spicy fresh forest game. 4sp a portion.

**Stabling:** The inn has no stable, but animals can be lodged in a barn elsewhere in the village for 2sp a night.

### Mogget Crookbone

A grim-faced woman in her forties, with curly, grizzled hair and a pipe of Old Doby perpetually in her teeth. Her left hand is missing three fingers (she alleges they were torn off by an owl bear). Reports all she observes to **Broobe Dogoode**, the headman.

**Demeanour (Neutral):** Morbid, cool toward strangers. Rubs the stumps of her missing fingers.

**Speech:** Sour and scornful. Cackles maniacally. Woldish, basic Drunic.

**Desires:** To marry a Drune, for the prestige.

**Broobe Dogoode**

A hulking, thickset man in his fifties, with an unkempt mane of black hair and a purple scar across his cheek. Broobe is the village headman, appointed by the Drune, and an adept tracker.

**Demeanour (Neutral):** Domineering, obstinate. Inadvertently scratches his stubble.

**Speech:** Sonorous, sombre. Woldish, basic Drunic.

**Desires:** To join Duke Mai-Fleur's (p30) hunt. To know the origin of the wretched masses of tentacles in the woods to the south (hex 1404).

**Possessions:** Keys to the church.

### 3. THE HOME OF THE SAGE

An elegant, venerable, two-storeyed home of tarred wood, and white-daubed walls, with a roof of grey slate. Stands under the eaves of several great beeches. This is the home of **Philontimus the Wizened**.

**Entrance:** A brass plaque hangs on the front door. It depicts the face of the Green Man (see pXXX) and carries the slogan (in Old Woldish) "*Seek, know, teach*" (an odd variant on an old Drune rede).

**Interior:** Jumbled piles of books, leaning bookshelves, cabinets of curiosities.

**Inhabitants:** The sage **Philontimus the Wizened** and his grandson, a lad of 20 named **Briggle** who acts as his manservant, page, and research assistant.

**Guests:** Those with serious enquiries after the sage's wisdom are welcomed to his study. Others are barred.

**Treasure:** The home is littered with valuable (if obscure) items. A locked chest is hidden under the floorboards of the study. Inside it is: 200pp, 1,200gp, 8,000sp, a pockmarked bronze *ring of invisibility*, and a *potion of levitation*.

**Philontimus the Wizened**

A hunched, frail, bespectacled man of 70 years, with a white beard down to his knees. He wears a curious robe of golden feathers at all times. Originally hailing from outside Dolmenwood, Philontimus has spent the latter half of his life in Odd, drawn to the village by his love of the obscure reaches of Dolmenwood where pagan ways still flourish.

**Demeanour (Lawful):** Wry, ponderous, near-sighted. Despises the wilfully ignorant. Coughs feebly.

**Speech:** Feeble and wavering. Prone to excited, high-pitched exclamations. Woldish, Old Woldish, Drunic, Sylvan, Caprice, a profusion of dead tongues.

**Desires:** Will pay handsomely for pagan relics and ancient texts. Loves fruit pies.

**Knowledge:** Specialises in ancient religions and dead tongues. Apply the standard rules for hiring a sage (see *Old-School Essentials*).

## 4. THE LODGE

A precarious, narrow, two-storey hut decorated with antlers and animal skulls hanging from the eaves. The lodge functions as a meeting place for the villagers, a fur trading emporium, and the home of the village headman, **Broobe Dogoode**, and his family.

**Entrance:** A black-lacquered door in a high archway. The door is usually locked, but a dull tin bell may be rung for attention.

**Ground floor:** A wide room with a roof supported by great, tarred beams. Hundreds of sets of antlers of all sizes hang from the rafters. A great wooden table stands in the centre of the room, typically spread with a profusion of furs. Two dozen chairs are pushed against the walls.

**Inhabitants:** The village headman, **Broobe Dogoode**, lives in the upper floor with his family. Broobe descends to the meeting hall to greet visitors and sell the village's excellent quality fur garments.

### Services at the Lodge

**Fur garments:** Luxurious garments crafted by the Odd-folk can be purchased here.

#### GARMENTS OF FINE FUR

Type of Fur	Hat or Gloves	Vest or Belt	Cape or Cloak
Fairy fox (rugged, silver)	150gp	400gp	800gp
Gobble (fluffy, black)	10gp	30gp	75gp
Mammoth (shaggy, green)	20gp	50gp	125gp
Puggle (smooth, silver)	15gp	50gp	100gp
Unicorn (silky, white)	200gp	500gp	1,000gp
Yegril (fluffy, purple)	20gp	50gp	125gp

**Unicorn:** Poached from hex 1402. Sold to trusted customers only.

**Fairy foxes:** See hex 1503.

**Gobbles, puggles, yegrils:** See *Hunting*, p152.

**Dolmenwood mammoths:** Shaggy, green-furred mammoths with spiralling tusks that roam the forest at twilight.

## 5. BEAST SAINT STATUE

A worn, 8'-tall stone statue in the form of a chubby man. Strips of hide and strings of animal teeth adorn the statue. A mangy boar's head is perched on top, concealing the statue's own head. If the adornments are removed, the grinning face of St Hamfast may be seen, depicted with four squirrels upon his shoulders.

**Inquiries:** If the villagers are asked about the statue, they claim the adornments are hunters' tributes to St Hamfast.

## 6. LOCHSBRETH ROAD

A well-kept road leading west to Prigwort (hex 1106). Traders travel between the two settlements to procure Odd's sought-after game and furs.

## 7. FOLLYEGG ROAD

A twisting, little-used road in the deep forest, leading to the village of Meagre's Reach (hex 1703).