

# Orbswallow

1405—Moss dwarf village in the deep fungal forest of Mulchgrove.

## OVERVIEW

A community in the seldom trod fungal forest of Mulchgrove, clustered around a pair of gargantuan toadstools and three magical trees. Lush moss covers every surface not occupied by giant, garish fungus.

**Inhabitants (80):** Moss dwarfs. No humans or other sentient species dwell here.

**Ruler:** House Guillefer, in whose domain Orbswallow lies (see *Human Nobility*, p64), pays no attention whatsoever to the village of moss dwarfs. Orbswallow is thus effectively independent, ruled by a dwarf selected every 7 years by an oracular process—currently **Brimbul**.

**Religion:** As subjects of the duke, the folk of Orbswallow are notionally followers of the One True God. In practice, they worship an entity named **Blosquom** that manifests in their fungal shrine (pXXX). Unbeknown to the dwarfs of Orbswallow, Blosquom is an aspect of the Myconom (pXXX). The locals also commonly journey into the fungal forest to seek the guidance of the mould oracle **Gropoll** (see hex 1405).

## Centre of Moss Dwarf Culture

While moss dwarfs dwell in small communities throughout Mulchgrove (e.g. the burrows in hex 1706), the heart of their culture lies in Orbswallow. It is here that moss dwarfs from isolated hamlets come to seek council, to trade, and to drink *moon's milk* (which is only brewed in Orbswallow).

## The Three Trees and Their Fruits

Orbswallow is centred around three great and venerable trees—the Milktree, the Moontree, and the Pipetree—each with unique magical properties. The folk of Orbswallow carefully protect and tend to the trees, on whose fruits their livelihood depends. The loss of one of the trees would bring calamity to the village. As a precaution against such disaster, breeding programmes are attempted, although none has been entirely successful, to date.

TODO: Illustration

### Brimbul—Leader of Orbswallow

A squashed-looking, middle-aged moss dwarf woman, with tiny black eyes, matted, root-like hair, and a long, floppy nose that looks like a limp parsnip. As designated leader of Orbswallow, Brimbul lives among each of the three clans on a rotating basis.

**Demeanour (Neutral):** Suspicious, feigned cordiality. Hates nutcaps (her husband was slain by them).

**Speech:** Squeaking and grumbling. Woldish, Mulch.

**Possessions:** A rainbow-hued crystal bracelet with the powers of a *ring of spell turning* (3 charges).

**Desires:** The eradication of all nutcaps in the surrounding woods. Would give her crystal bracelet (she is unaware it is magical) to any who can destroy them all.

## The Pipers, the Milkers, and the Waxers

The folk of Orbswallow are divided into three clans—the Pipers, the Milkers, and the Waxers—each dedicated to the tending of one of the three trees and harvesting and processing its produce. Dwarfs of each clan are said (largely in jest) to display a certain temperament: Pipers are said to be hasty and headstrong, Milkers are said to be dim-witted and trusting, and Waxers are said to be fickle and sly.

## Moss Dwarf Trade Goods

Though merchant caravans do not make a habit of visiting Orbswallow, pedlars and wayfarers sometimes find their way here to trade. The smokepipes and creamy cheeses of Orbswallow are known and beloved in the local region (e.g. in Prigwort).

## Nutcap Trouble

The woods surrounding Orbswallow are festooned with the nest-like platforms of multiple colonies of nutcaps (*DMB*). Aerial nutcap raids on Orbswallow are frequent, for the nutcaps cherish the fruits and seeds of the three trees as much as the moss dwarfs.

## EQUIPMENT AVAILABILITY

Aside from the produce of the three trees (see village area descriptions), 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 Orbswallow. Likewise, only weapons commonly used by rustic folk (e.g. arrows, daggers, short bows, slings, staves) are available. The special forms of moss dwarf armour listed in the *Dolmenwood Player's Book* can be purchased in Orbswallow.



### Map Key

- |                  |                          |
|------------------|--------------------------|
| 1. The Milktree  | 7. Waxers' Rock          |
| 2. The Pipetree  | 8. Compost Heap          |
| 3. The Moontree  | 9. The Sombre Lamb (Inn) |
| 4. Sapling Grove | 10. The Weaning Arch     |
| 5. Milkers' Huts | 11. Fungal Shrine        |
| 6. Old Thromby   | 12. Mulcher's Path       |
|                  | 13. The Dwarf Road       |

TODO: Illustration

## ORBSWALLOW ENCOUNTERS—DAY

### d6 Encounter

- 1 A **moss dwarf** explodes in a puff of slime and spores. This is regarded as a blessing from **Blosquom** (p133).
- 2 **1d3 giant rapacious snails** (DMB) slither into the village and attack the trees.
- 3 **1d3 traders** (OSE) arrive to purchase pipes.
- 4 An **ochre slime-hulk** (DMB) wanders through the village. It ignores moss dwarfs, but will attack others.
- 5 **3d6 moss dwarfs** dance through the village to music played on pot-bellied gourd pipes from the Pipetree.
- 6 **2d4 nutcaps** (DMB) make an aerial raid on the fruits of one of the three trees (roll 1d3 and consult map key).

## ORBSWALLOW ENCOUNTERS—NIGHT

### d6 Encounter

- 1 Coming of age ceremony: a young moss dwarf is bathed in hog-cream beneath the Weaning Arch.
- 2 A mushroom-addled **moss dwarf** stumbles around, ranting about "the coming age of the Myconom".
- 3 An **adventuring party** (DMB) brings a corpse to the fungal shrine for spore infestation.
- 4 **2d6 moss dwarfs** from an outlying community arrive for a rollicking night out "on the town". It is difficult for anyone to get any sleep, during the ensuing rumpus.
- 5 **3d6 moss dwarfs** singing and making offerings at the fungal shrine. The smiling face of **Blosquom** (p133) manifests and croons along.
- 6 **2d4 nutcaps** (DMB) make an aerial raid on the fruits of one of the three trees (roll 1d3 and consult map key).



## 1. THE MILKTREE

Broad, bulbous, and oak-like, the Milktree is festooned with pendulous, orb-shaped fruits bearing a remarkable resemblance to mammalian teats. The low hanging fruits are filled with sweet, nourishing milk or yoghurt, while those in the upper branches are filled with cheese. These fruits form a significant part of the village's food.

**Wardens:** The moss dwarfs who tend the Milktree live in a cluster of huts around its base—**Milkers' Huts**.

**Wicker spheres:** Moss dwarfs napping in the cosy wicker spheres hanging among the branches are a common sight.

## 2. THE PIPETREE

Sprawling and multi-limbed, with maple-like leaves, the Pipetree bears long, hollow, dry-husked fruits. The husks are harvested and crafted into a variety of items used by the villagers and sold for export.

**Wardens:** The moss dwarfs who tend the Pipetree live in and upon **Old Thromby**, a giant toadstool nearby.

## 3. THE MOONTREE

Tall, elegant, and birch-like, the Moontree bears fruits of several different kinds, hanging in clusters high among its delicate, silver limbs. The characteristics of the fruits resemble the phases of the moon and see use, variously, as food, pigmentation, tools, oils, and lighting.

**Wardens:** The moss dwarfs who tend the Moontree make their homes in rooms carved out of a natural rock formation—**Waxers' Rock**—which stands nearby.

## 4. SAPLING GROVE

A sheltered grove of experimental saplings—cuttings and cross-breedings of the three trees. The cuttings invariably perish after a decade, before bearing fruit.

## 5. MILKERS' HUTS

Squat huts, built of wicker and slimy mud, huddled around the base of the Milktree. 5 families of moss dwarfs of the Milkers clan live here. The place reeks of mouldy cheese.

### Services at the Milkers' Huts

Speciality cheeses fermented from the fruits of the Milktree can be purchased from the home-fromageries.

**Old Shuck:** Rigid, stinking, and ultra-mature (mild and creamy to moss dwarf tastes). 10gp per 18" round.

**Hogger:** Wrinkled and covered in fuzzy green mould. Consumption by non-moss dwarfs induces the profuse growth of mossy green chest hair and has a 10% chance per complete cheese round eaten of increasing CON by 1 (at most once). 20gp per 6" round.

**Buggerboot:** Grotesquely slimy (to non-moss dwarfs), hairy blue strands, sold in sock-like leather pouches. Each full pouch consumed (takes 1 turn) has a 3-in-6 chance of healing 1hp. Non-moss dwarfs can only consume one pouch per day without vomiting. 20gp per pouch.

## 6. OLD THROMBY

A giant toadstool which houses 6 families of moss dwarfs of the Pipers clan. Half dwell in chambers dug out of the toadstool's flesh and half in houses perched precariously upon its dome.

### Services at Old Thromby

The dry-husked fruits of the Pipetree are fashioned into several types of pipe, which can be purchased here.

**Smokepipes:** Gourd-like fruits with a stem, mouthpiece, and bowl, perfectly suited for smoking pipeweed. 1gp.

**Windpipes:** Long, reedy fruits riddled with holes which, upon catching the wind, produce whistling tones soothing to livestock. 4gp.

**Dancepipes:** Thick, pot-bellied, woody fruits bored with holes to serve perfectly as a musical instrument. 10gp.

## 7. WAXERS' ROCK

A natural rock formation which houses 7 families of moss dwarfs of the Waxers clan, who dwell in rooms carved out of the rock. A cacophony of snorting and oinking emanates from the hog enclosures at the feet of the rock.

### Services at Waxers' Rock

The harvested fruits of the Moontree can be purchased.

**New moon fruits:** Succulent black orbs, 6" in diameter, filled with a sweet, nourishing, midnight black juice. Each fruit is treated as a day's rations. The juice can also be used as a pigment, sufficient to dye a person-sized object. 1gp.

**Crescent fruits:** Golden, sickle-shaped shards with the strength of steel. Used in Orbswallow as cutting, carving, and digging tools. May also be used as a weapon (treat as a dagger). 3gp.

**Waxing fruits:** Near-hemispheres of soft, yellow, fatty tissue infused. Valued for the lubricative and preservative properties of their waxy juices. 1gp.

**Gibbous fruits:** Bulbous spheroids of yellow, green-veined flesh. Consumed as a delicacy, having a nectar-like flavour. Each fruit is treated as a day's rations. 2gp.

**Full moon fruits:** The rarest of the Moontree's fruits. Perfect, milk-white, spheres 1' in diameter. Give off a warm, creamy glow in a 20' diameter. Once picked, the glow subsides after 1 week. 5gp.

## 8. COMPOST HEAP

A steaming mound of decomposing vegetable matter and moss dwarf dung. The stench is almost unbearable (to humans, at least—moss dwarfs savour the aroma).

**Toilet platform:** A small platform hangs over the heap from the top of **Waxers' Rock**. Happily defecating moss dwarfs perch shamelessly upon stools on the platform, adding their dung to the mound.

**Examining the heap:** Several decomposing moss dwarf corpses can be found. The dwarfs bring their dead here, piling them up to decompose into mould.

**Phrobe—Sombre Lamb Proprietor**

A rotund moss dwarf man, hunched over with age, with bulbous black eyes, a broad toothless grin, and straggling, white mycelial hair. Dresses in mould-riddled woollens and a floppy hog-skin cap.

**Demeanour (Neutral):** Gentle, nurturing. Nearly blind (mistakes strangers for people he knows).

**Speech:** Constant burbling and cackling. Makes jokes no one else understands. Woldish, Mulch.

**Desires:** To meet the fabled “Duke of Brackenwoolled” (whom he believes is a unicorn of some kind).

## 9. THE SOMBRE LAMB (INN)

A giant toadstool which houses the village’s tavern and brewery, the Sombre Lamb.

**Sign:** A wooden sign bearing the words “The Sombre Lamb—Dwarfs of All Clans Welcome”.

**Common room:** Porous, smoke-stained walls of spongy mushroom flesh. Crowded with quirky wooden stools, tables, and log benches. Illuminated by the pale, creamy glow of full moon fruits (see *Services at Waxers’ Rock*) perched upon rickety shelves among the skulls of forest animals and pieces of artistic wood. The landlord **Phrobe** serves from a little moss-clad nook.

**Guests:** At night-time the mushroom is jam-packed with local dwarfs, merrily drinking and smoking. Travellers are rare and are treated politely until all are inebriated.

### Services at the Sombre Lamb

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

**Black new moon soup:** Spiced with pine sap. Stains the tongue and teeth for days. 2sp.

**Beverages:** Only *moon’s milk* and *globwob* are served (see the *Dolmenwood Player’s Book*).

## 10. THE WEANING ARCH

A stone arch of apparently natural origin, completely overgrown with brambles, ivy, and wild roses.

**Rituals:** The moss dwarfs conduct various rites of passage beneath the arch, where they bathe initiates in hog-cream.

**Clearing the brambles:** Reveals a series of graven bands of magical script. Deciphered (e.g. *read magic*), the script describes a ritual to summon flame spirits. An arcane spell-caster may perform the hour-long ritual at the arch, requiring the burning of rare woods (worth 250gp). The ritual opens a dimensional rift beneath the arch, releasing a cascade of wicked fire spirits (treat as a single 12 HD fire elemental—*OSE*). The summoner must **save versus spells**—if successful, the spirits will obey their commands for one hour per level, before vanishing back to their own dimension. If the save fails, the spirits cannot be controlled and will wreak gleeful destruction.

**Blosquom—Fungal Avatar**

A jolly, long-nosed face ringed with tiny, waving hands, manifested in a cloud of greenish mushroom spores. Blosquom is worshipped by the dwarfs of Orbswallow, who are not aware that it is a manifestation of the Myconom (pXXX).

**Demeanour (Neutral):** Flippant, merry. Operates on a cosmic plane, with no conception of worldly matters.

**Speech:** Lazy sighing. Woldish, Mulch, Sylvan.

**Desires:** Corpses for spore infestation. Interested parties may be instructed to slay a particular individual in Dolmenwood and bring their corpse to the fungal shrine. Once infested with spores, the corpse must be buried in a specific locale in Mulchgrove.

**Reward:** The friendship of all fungus-kind, manifesting as a +1 bonus to reaction rolls when encountering fungal monsters and the one-off ability to cast *charm monster* on a fungal monster.



## 11. FUNGAL SHRINE

In the dank forest just outside the village stands a tall, white mushroom, swaying gently as if in a breeze. Little niches are carved into its stem.

**Offerings:** Many of the niches are occupied by offerings left here by the locals: gourds carved with silly faces, little rounds of creamy cheese, strips of hog blubber. All are riddled with furry, white mould.

**“Eat me!”:** Visitors hear a chorus of squeaky voices, imploring them to consume one of the mouldy offerings. Any who does so must **save vs poison** or enter into a psychedelic trance of vomiting and vision questing for 1d8 hours, suffering 1hp damage per hour (moss dwarfs only suffer damage every other hour). Survivors gain a cryptic clue to a puzzle which vexes them, granted by the Myconom.

**Characters with WIS 13+:** Trigger a mist of spores to puff out from the mushroom’s saffron gills, coalescing into a jolly face ringed with tiny, waving hands. This is **Blosquom**, fungal avatar of the Myconom (see pXXX).

## 12. MULCHER’S PATH

A narrow, twisting track partially overgrown with bracken and fungal patches. The path leads west to Horse-Eye Road.

## 13. THE DWARF ROAD

An old cart road, now seldom used and almost disappeared in the mycelial undergrowth of the fungal forests it traverses. Following the path east leads to Blackeswell.