

# Woodcutters' Encampment

1109—Archaic village of loggers and wood-crafters on the verge of Hag's Addle.

## OVERVIEW

Once truly a mere encampment in the woods, now a village proper and thriving trade community. Streets of tall wood-panelled, clay-roofed buildings are lined with tidy rows of coppiced hazel, beech, and oak. Houses in the western part of the village rest on short stilts to alleviate flooding from the nearby swamp. A small stream named Sundiman's Beck flows through the streets in little cobblestone channels beside the thoroughfare.

**Inhabitants (180):** Almost exclusively folk of Woodcutter stock, tall and hirsute.

**Ruler: Jollie Oistace Pollard** (resident in Ferneddbole House, hex 1209), representative of House Mulbreck, in whose domain the village lies. ("Jollie Oistace"—or the "Lumbermaster"—is a hereditary title among the Woodcutters, akin to a minor lord.)

**Religion:** The Woodcutters faithfully serve the Church of the One True God.

## The Dying Art of Furnging

In addition to their work as simple loggers and woodcrafters, the Woodcutters traditionally practice an art known as "furnging"—the coppicing and maintenance of trees with a view to heightening the innate properties of the wood. The most refined arts of furnging are applied over several human lifespans and result in timbers with unusual and even magical qualities.

## The Softening of the Woodcutter Life

In recent years, the once hardy Woodcutters are grown soft and flabby, yearning for the comforts of civilised life. The furnging-woods are still maintained by a stalwart few, but ever half-heartedly.

## Mock But Secretly Fear the Drune

The Woodcutters have dwelt in Dolmenwood since antiquity, arriving alongside the Drune (see *History*, p16). While the two groups once worked in tandem, each benefiting from the other's knowledge, these days are now only recognised in folktale. In the modern day, while affecting a boisterous mockery and disdain for the Drune (see *The Mocking of the Drune*), each and every Woodcutter harbours a lurking fear of them at the back of their mind.

**Shun Drune country:** Woodcutters are reluctant to travel further west than Lankshorn (hex 0710) and refuse utterly to trespass into Dwelmfurgh, the heart of Drune country.

### The Mocking of the Drune

Unlike other folk of Dolmenwood, the Woodcutters do not fear to utter the word "Drune". Indeed, they tend to dismiss the cabal's existence as superstition and laughingly engage in a ritual known as "the mocking of the Drune". Of an evening, one of the locals gathered in the Stump and Poniard will call out "*Oistace-kyne arise, Baggle-men bedroggle!*". The caller then rushes outside to ring the Drounbell to show their fearlessness of the Drune, before returning and buying a round of drinks. These antics continue through the evening, typically with ever-increasing zeal and disrespect. Visitors to the Woodcutters' Encampment are encouraged to join in.

**Meaning of the call:** "Oistace-kyne" is the Woodcutters' name for themselves; "Baggle-men" is a local (flippant) name for the Drune; "bedroggle" is a word meaning to cast an unwanted item (or person) into a sodden ditch. All of these words are of Drunic origin.

## On the Edge of the Hag's Domain

Dwelling on the edge of Hag's Addle, the Woodcutters whisper often fearfully of the Hag (pXXX), who is said to haunt the village outskirts at night, bewitching any who see her lantern. Many who venture into the swamp to forage or fish claim to have encountered the Hag, though the veracity of such tales is uncertain.

## The River Trade

The River Hameth runs wide and shallow at this point and is rich with fish and floating debris from the forest. Boats and barges carry goods and passengers along two routes:

**East-west:** The 7-mile river journey between Dreg and the Woodcutters' Encampment forms a vital link in the trade route between Castle Brackenwold (in the east) and High-Hankle and Lankshorn (in the west).

**North-south:** Trade between Dolmenwood and the lands to the south travels along the Hameth, via Dreg, the Woodcutters' Encampment, and the wondrous ship-conveyor at the Falls of Nyf (see hex 1112).

## EQUIPMENT AVAILABILITY

Standard equipment is available in the Encampment at the normal price, with vehicles and mounts at 50% higher than usual. Mercenaries can only rarely be hired here, and unusual specialists (e.g. sages, spies) cannot be located.



### Map Key

- |                            |                                   |
|----------------------------|-----------------------------------|
| 1. Camp Road               | 5. Port                           |
| 2. The Kissing Stone       | 6. The Drounbell                  |
| 3. Marrowbold's Smoke Shop | 7. The Stump and Poniard (Tavern) |
| 4. Lumbermaster's Lodge    | 8. Church of St Foggarty          |
|                            | 9. The Oistace Tree               |
|                            | 10. The Merry Mendicant Inn       |

TODO: Illustration

### ENCAMPMENT ENCOUNTERS—DAY

#### d6 Encounter

- 1 Folk flee logs tumbling off a collapsed logging cart. (The referee may optionally call for a **save versus wands** to jump out of the way or suffer 1d4 damage.)
- 2 A **family** takes a sickly child to the Kissing Stone.
- 3 **Father Horsely** (p145) leaving for Hag's Addle, with his dog and a partial map which he hopes to expand.
- 4 A **moss dwarf pedlar** laden with pipeweed asks the way to Marrowbold's Smoke Shop.
- 5 **Merry locals** clad with garlands dance through the streets to a wedding at the Oistace Tree.
- 6 An **elder Woodcutter**, dressed in traditional green tweed jacket and tight white breeches, scolds 1d3 youths for disrespectfully laughing beneath an elm.

### ENCAMPMENT ENCOUNTERS—NIGHT

#### d6 Encounter

- 1 A **tipsy local** tolling the Drounbell with mad vigour.
- 2 **Hagbard Sundiman** (p144) and 1d4 **Woodcutter elders** sneaking off to Ferneddbole House (hex 1209) to spy on the Jollie Oistace, making plans to exorcise him.
- 3 **Father Horsely** (p145) rushes into the village, wide-eyed and bedraggled after a face to face encounter with the Hag (pXXX) in the swamp.
- 4 A **lost soul** (DMB) wanders in from Hag's Addle.
- 5 1d6 **bog zombies** (DMB) stumble out of the swamp.
- 6 **Jock Furngle** (p145) furtively examining fungal specimens brought by a black-cloaked individual.



## 1. CAMP ROAD

A broad, well-maintained cobbled road leading to Castle Brackenwold.

## 2. THE KISSING STONE

An obelisk of black marble stands by the roadside. A white rope is braided around its centre.

**Kissing the stone:** Woodcutters traditionally kneel and kiss the stone when returning from the woods, claiming that doing so brings good fortune and health.

**Engraved script:** Upon close examination, worn remnants of an inscription may be noted at the rear of the stone. The script is Old Drunic (which few living understand) and tells of the presence of a “water weird” named Gheillough in the great lake, said to be a source of great power to the Drune.

## 3. MARROWBOLD’S SMOKE SHOP

A thatched cottage with two wooden towers out the back, used for drying herbs.

**Sign:** A shorthorn goatman looking with surprise at a quizical face coalescing in the wisps rising from his pipe.

**Interior:** A cramped, soothingly dim space whose meticulously packed shelves loom reassuringly over visitors. The proprietor, **Megwynne Marrowbold**, smiles from behind a felt-clad counter, polishing pipes with a cloth. Above her, a range of peculiar pipes are displayed on plaques.

### Services at Marrowbold’s

**Standard pipes and pipeweed:** The pipes and weeds listed in the *Dolmenwood Player’s Book* are sold at the standard prices. Common and uncommon weeds are always available and there is a 3-in-6 chance of rare weeds being in stock.

**Magical pipeweeds:** There is a 2-in-6 chance of each of the following weeds being in stock: *mallow-puff* (pXXX), *purple shag* (pXXX), *sticky gilly* (pXXX), *wanton wisp* (pXXX).

**Enchanted pipes:** The peculiar pipes hanging above the counter are of antiquated moss dwarf manufacture and are enchanted with a variety of minor dweomers (blows purple smoke, blows wyrm-shaped smoke rings, plays jingling melodies when smoked, etc.). Each costs 100gp.

### Megwynne Marrowbold—Marrowbold’s Proprietor

A plump, bespectacled woman in her sixties, with plaited, grey hair down to her ankles. Dresses in chunky wool and an oiled leather apron. Megwynne is a genuine expert on matters of pipeweeds and smoking.

**Demeanour (Lawful):** Enthusiastic (insists customers sample at least half a dozen weeds).

**Speech:** Convivial, slow. Woldish.

**Desires:** Rare and unusual pipes and weeds. To publish her life’s work: a rambling collection of treatises on pipeweed through the ages.

### Hagbard Sundiman—Elder Woodcutter

A remarkably hale, bear-like man in his eighties, his dark eyes almost lost in the tangle of his russet hair and beard. Dresses in scratched leather and a squirrel-skin hat (complete with tail).

**Demeanour (Lawful):** Dour, God-fearing, suspicious of “soft-skins” (i.e. non-loggers), brutally honest. Habitually chews pine sap.

**Speech:** Gruff, curt. Woldish.

**Desires:** To bring about a new dawn of Woodcutter culture by awakening the Jollie Oistace from his indolence. A complete exorcism of his manor (hex 1209) is being contemplated.

## 4. LUMBERMASTER’S LODGE

An impressive, two-storey log cabin / manor, with exceptionally large trunks for corner posts. Originally the Jollie Oistace’s residence, the lodge is now used as a meeting house by the elders who maintain the art of furnging.

**Entrance:** A single, heavily furnged slab of ancient oak. A multitude of whimsical visages can be seen amid the structure of its whorls and grain. As visitors approach, the little faces animate, peering curiously at those who would enter.

**Interior:** A lofty space with beams and panels of fragrant wood. A round table and stools, all carved from an unusual, purple-hued wood. Mighty saws and gargantuan rounds of wood decorate the walls. A library of decaying books contains the secrets of furnging, recorded in a code passed down over generations.

**Inhabitants:** In the day, the lodge is empty. One evening in three, a hoary collection of village elders gathers here and gravely schemes to revive the rapidly dying art of furnging. Chief among them is **Hagbard Sundiman**.

### Services at the Lumbermaster’s Lodge

The elder Woodcutters may be willing to sell furnged wood (either as raw lumber or crafted items) to interested parties. Wood furnged for flame resistance is the most commonly desired product, but woods with more exotic qualities (e.g. the strength of steel, great elasticity, incorporeality beneath moonlight) are sometimes available at high prices.

## 5. PORT

An assortment of piers, fishing boats, and lumber barges.

**Boats to Dreg:** Passage on a boat or barge along the 7-mile stretch of river to Dreg can be bought here for 2sp per foot passenger, 5sp per horse, and 2gp per vehicle. The journey takes 1½ hours.

## 6. THE DROUNBELL

A great, weathered copper bell standing on a wooden platform at the riverside, beneath a clay-tiled roof. The bell is carved with the antlered head of a stag.

**The Mocking of the Drune:** Tipsy locals rush here to vigorously ring the bell as part of their ritual “Mocking of the Drune” (see *p142*).

## 7. THE STUMP AND PONIARD (TAVERN)

A long, low, wooden shack on the edge of the forest. A tree trunk pierces the roof of the tavern, with a chimney on either side.

**Sign:** A slim dagger stuck in the side of a great stump.

**Common room:** A draughty, smoky, sawdust-floored space, little more than a barn. Not a stool or table can be found. The landlord, **Jock Furngle**, serves from a circular bar surrounding a varnished trunk that pierces the roof. Meats are roasted in a pair of fireplaces. In the evening, fiddle-players and barn-dances intermingle with drinkers.

**Guests:** Merry locals, river workers, traders, and the occasional adventuring party.

### Services at the Stump and Poniard

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

## 8. CHURCH OF ST FOGGARTY

A tall church constructed of varnished wooden staves, overlooking Hag's Addle. In its tower, a pale yellow flame burns, lighthouse-like, guiding lost travellers to safety.

**Entrance:** A towering, unadorned wooden door, which is often locked in the day, when the vicar wanders the swamp.

**Interior:** A tall circular space with a serene pinewood aroma. An oaken idol of St Foggarty—depicted holding a lantern to guide the lost—stands opposite the door.

**Populace:** Lone locals in prayer. The vicar, **Father Horsely**, sits quietly with his shaggy dog, Clewyd, at his feet.

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

### Father Jymes Horsely—Vicar of the Woodcutters' Encampment

A stick thin man in his fifties, with pale, greyish skin, wispy white hair, and darting grey eyes. Spends much of his time wandering in Hag's Addle with his dog, Clewyd.

**Demeanour (Lawful):** Shy. Prefers books to people, but cares deeply about the plight of the suffering.

**Speech:** Awkward stammering. Woldish, Liturgic.

**Knowledge:** Expert on the paths of Hag's Addle.

**Desires:** To map Hag's Addle and drive out the Hag.

## 9. THE OISTACE TREE

A huge, wild-limbed oak tree allegedly over 1,000 years old, its larger branches propped up on supports. The grassy area at the foot of the oak is roped off and is used in weddings and village dances.



### Jock Furngle—Stump and Poniard Proprietor

A stout, round-faced man in his forties, with twinkling brown eyes, a mop of black hair, and ruddy cheeks.

**Demeanour (Neutral):** Grinning and affable. Scheming, untrustworthy, and entirely unscrupulous.

**Speech:** Rustic, slow and circuitous. Woldish.

**Knowledge:** Has heard of the fungal infestation in Bogwitt Manor (hex 1210) and addiction of the nobles.

**Desires:** To supply **Jollie Oistace Pollard** (pXXX) with fungi acquired from Bogwitt Manor (particularly *devil's grease*), with the aim of establishing an addiction.

## 10. THE MERRY MENDICANT (INN)

A 5-storey building so narrow that it looks almost like a tower. The inn is the tallest building in the village.

**Sign:** A grinning friar polishing his pate with beeswax.

**Common room:** A symphony of carved wood—sylvan statues clutching oil lamps peek out from little nooks and alcoves, delightful woodland dioramas form a frieze around the room, and dark beams worked into the shape of ivy-clad branches radiate out from the bar. The bar itself is constructed entirely of polished cherry-wood, with a pair of 8'-high friars toasting the health of guests, one on each side of the bar. The landlady, **Clement Brancher**, serves amid this atmosphere of amiable rustic ease.

**Guests:** Contented locals, travellers, and merchants.

### Services at the Merry Mendicant

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

**Addle mead:** A rich, herby mead is brewed in the inn's cellars, from the honey of the beehives that stand among the reeds on the village's northern edge. 15sp a glass.

**Attic suite:** A cosy lounge and separate bedroom, with a luxurious feather bed of kingly proportions. 3gp per night; at most 2 guests.

### Clement Brancher—Merry Mendicant Proprietor

A slender woman in her twenties, with a mass of curly red hair and beady brown eyes. Dresses in traditional male Woodcutter garb: green tweed jacket and tight white breeches. Has no knowledge of the Woodcutter life, having moved here from Castle Brackenwold after inheriting the inn from her grandfather.

**Demeanour (Neutral):** Warm, wry, somewhat baffled. Loves dogs, cats, and grimalkins.

**Speech:** Leisurely, familiar. Woldish.

**Desires:** A magical hound for a pet. To marry a dashing swordsman (or swordswoman?—she's unsure).