

## DREG AND SHANTYWOOD ISLE

**1. Fungal manor:** The reclusive Lady Mulbreck, in her grief at the loss of her husband, has let Bogwitt Manor (1210) run to ruin. The place is now so blanketed in eerie fungus that it's difficult to find the entrance. **Partly true:** The description of the manor is accurate, but the cause of Lady Mulbreck's reclusion is not.

**2. Haunted stones:** Avoid the accursed glades around Brydging Ring (1011), by the edge of the forest to the south-west, where wraiths lurk. **True.**

**3. Hogbeard's zealots:** Brother Hogbeard's manner has gotten ever more fiery of late. Father Hadlewreath wants nothing more to do with him and his vigilante gang. **True.**

**4. Incestuous wizards:** Avoid the old watermill up north along the Hameth (1110). A brother and sister—wizards both!—live there in sin as husband and wife, entertaining sinister guests from Fairy. **Partly true:** The brother and sister are actually two guises of a single person.

**5. Island of the frogs:** A mysterious, fog-shrouded island drifts in the swamp to the north (1109). It is home to a frog-headed sorceress whose hypnotic gaze can cure magical afflictions. **Partly true:** The presence of the drifting island is correct, but it is not inhabited by a sorceress.

**6. Lights in the inn:** The Mermaid's Arms is haunted by the spirit of old Mrs Tweede (the former landlady). At night, guests report seeing weird lights and noxious mists drifting from a secret attic room. **Partly true:** The lights and vapours originate in the attic laboratory of Tamrin Tweede, the current proprietor.

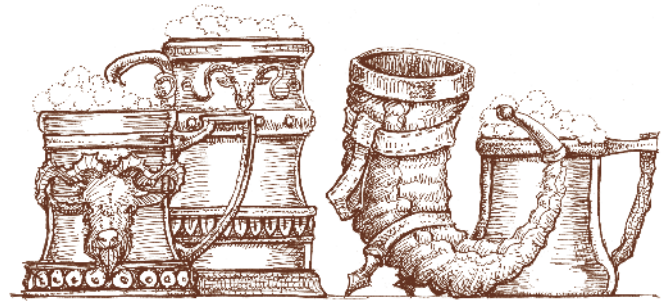
**7. Madame Shantywood's eternal youth:** Madame Shantywood procures her eternal youth by selling the souls of young men to unscrupulous fairies. **False:** Shantywood is neither eternally young nor in league with fairies.

**8. Madame Shantywood's schemes:** Madame Shantywood has ambitions that extend beyond her isle. She has taken to hosting private parties for local aristocrats in an attempt to entangle the unwary in her web of intrigue. **True.**

**9. Nyfward:** The perplexing tower of the mad wizard Nyf Nimble stands beside the Hameth in the woods to the south (1111). Nyf guards magical doorways to Fairy and many other wizard-realms, which he allows others to use, for a price. **Partly true:** No doors to Fairy are to be found in the tower.

**10. Pollard's visions:** The ruler of the Woodcutters' Encampment, Lord Pollard (1209), has become withdrawn and contemplative. He spends his days inhaling the smokes of an odd crystal that grants him visions of other worlds. **True.**

**11. Rituals on Bone Hill:** The "Watchers of the Wood" gather on auspicious nights at a place to the north-west known as Bone Hill (1009). **False:** Though the location and nature of the hill are somewhat accurate.



**12. Secret tavern:** The bog-workers keep a secret drinking den in the ruined farmhouse just north of town. The constabulary is planning a raid to shut it down. **Partly true:** The ruined farmhouse is used as a secret meeting place, but it is not merely an unlicensed drinking den.

**13. Shantywood password:** If you row to the north cove on Shantywood Isle and present a white rose, you'll be granted free entry to the Chateau for one night. **False.**

**14. The Berkmaster's wicked scheme:** Berkmaster Monocleese is in league with witches and plans to sacrifice his wife to their evil deity. He needs to be stopped before it's too late! **False:** This is a fabrication of the haunted dreams of Brigg Meagre, leader of the Boghouse Boys.

**15. The mushroom stone:** An ancient, mushroom-covered standing stone of great occult potency lies to the south of the Ditchway (0910). It is jealously guarded by a sorcerer who is a master of slimes and fungi. **Partly true:** The nature of the warden is misconstrued.

**16. The river troll:** Ships travelling over the wondrous conveyor at the Falls of Nyf (1112) fear the presence of a vile river troll who drags sailors from their ships and smashes their skulls on the riverbed. The toll wardens would pay a hefty ransom to any who could kill this monster. **Partly true:** The wardens have come to an agreement with the troll, who no longer attacks ships.

**17. The sleeping sword:** An enchanted sword hangs in the halls of Ferneddbole House (1209). Any struck by it fall into a deep slumber for 100 years. **Partly true:** A magical sword does indeed hang in the manor, though its powers are somewhat misunderstood.

**18. The smokehouse bogle:** A kindly bogle has taken up residence in the cellars of the smokehouse, tidying the firewood and smoking racks if weary fishers leave them in disarray. **False:** Items in the cellar are sometimes moved by the Atacorn Crewthyant, who lurks there.

**19. The witches' inn:** The inn just south of the Ditchway, along Harrid's Path (1010), is run by a pair of hags who practice witchcraft and kidnap those guests whose faces they do not like. **False.**

**20. Thieves in the Shack:** The centre of criminal activity in Dreg is Shodgerey's Shack. Shodgerey himself is a member of the notorious guild of thieves. **False:** While many of a criminal inclination hang out in the Shack, the thieves' guild is based in the Spawning Salmon.

## LANKSHORN

**1. Berkmaster's mistress:** The Berkmaster secretly sends provisions to his mistress and second family, hidden in a woodland hut to the north-east (0808). **Partly true:** The provisions are for the wizard Merridwyn Scymes, whom the Berkmaster has contracted to discover a means of curing his half-goat grandson's mental deficiencies.

**2. Berkmaster's prisoner:** The Berkmaster holds a secret prisoner in his attic. **Partly true:** The rumour relates to the half-goat fugitive hidden in the Berkmaster's attic.

**3. Drune in the woods:** The "Watchers of the Wood" lurk under the eaves of the forest on moonlit nights, regarding the merrymakers in Lankshorn with loathing. They plot to turn the roots of the trees against the town and replace Lord Malbleat with their own dark hierophant. **False:** The Drune do dwell in the woods to the north, but have no plans to depose Malbleat.

**4. Duke Pole's lost galleon:** The mad Duke Pole (the great-grandfather of the current Duke of Brackenwold), sailed a galleon up the Hameth and into Lake Longmere. It now lies sunken in the mud, close to Wight Falls. The duke's fabled planetary clock was aboard the galleon when it was sunk, though lake-beasts have most likely made off with it by now. **False.**

**5. King's Mounds:** The burial mounds in the woods to the south-east (0810), were originally built by the folk of the ancient King Hoarth, who would inter honoured warriors in woodland graves. **True.**

**6. Lost statue:** A statue of the obscure Saint Nuncy was taken by a company of friars into the forest to the west (0609) and lost, some centuries ago. **True.**

**7. Magical bladesmith:** The bladesmith, Joremey, practices a magical smith-craft taught to him by fairies. **Partly true:** It was taught to him by his father (a half-fairy).

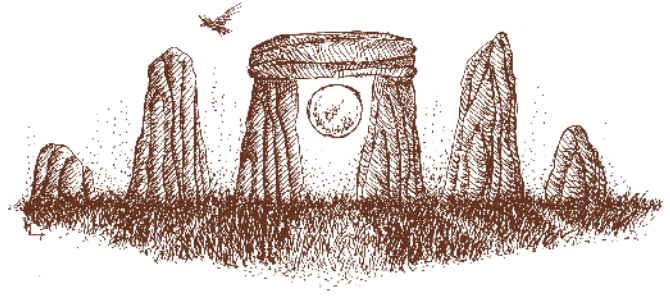
**8. Malbleat's piety:** Lord Malbleat makes frequent visits to Father Dobey, seeking spiritual guidance. **Partly true:** His visits are frequent, but the two do not discuss religion.

**9. Malbleat's sorcery:** Lord Malbleat possesses a tome of black magic which he uses to enslave the minds of any who cross him. **True.**

**10. Milk or mice:** If you travel south, be sure to take a tribute of milk or mice for King Pusskin (0711). **True.**

**11. Mind-addling substances:** The local apothecary has begun stocking a range of dubious substances. The proprietor, Sydewich Maldwort, makes regular trips to Dreg to acquire these compounds (and doubtless to also take advantage of the port-town's other ill-reputed services). **Mostly true:** The compounds are acquired from pedlars, not from Dreg. Maldwort visits Dreg to see his lover.

**12. Nightworms:** If you travel east along the Ditchway, make sure to stay off the road at night. The woods are teeming with giant, red worms that crave human flesh (0809). **True.**



**13. Pot-head fairies:** The mounds in the woods to the south-east (0810) are haunted by a rabble of fairies. Their chief is a bowl-headed scamp known as Thraggletwist, whose lecherous advances towards young ladies cause some consternation to travellers along the Ditchway. **Partly true:** The fairy's name is Thrattlewhit.

**14. Secret passage:** A secret escape tunnel once lead from the church into the woods. No one knows if it's still there. **Mostly true:** Father Dobey makes regular use of the tunnel.

**15. Sunken Lankston:** The ruins of the accursed town of Lankston lie submerged in the sludge-rimmed pool along the western road (0610). **True.**

**16. The black tomb of the goat-lords:** The remains of many generations of goat-loads are interred in the crypts beneath Redwraith Manor (0709). Lord Malbleat, obsessed with the glory of his forebears, spends more time lingering in the crypts than he does with his own wives. **True.** Malbleat desires to raise his sorcerous ancestor, Lord Gnarlgruff, from the dead.

**17. The black unicorn:** The Nuncle-Stones were once the site of a great summoning gone awry, whereby a black unicorn spirit was released from its prison in hell. The beast has lurked in the heart of the wood ever since, spreading evil and discord. **False:** Though such legends are likely inspired by the presence of Atanuwë in the north.

**18. The grimalkin's revenge:** The grimalkin proprietor of Bogway's, Whimsly Bobblefrock, was bested in a game of cards by the illustrious Madame Shantywood. The vengeful fairy now hates Shantywood and is plotting a grisly doom for her. **Partly true:** Bobblefrock does hate Madame Shantywood and would gladly see her destroyed, but the genesis of their antipathy is far more serious than a game of cards—Madame Shantywood kept the grimalkin magically enslaved for many years.

**19. The Trothstone:** Mortals may marry beings of other stock—including fairies—at the great stone slab in the woods to the west (0609), called the Trothstone. **True:** The stone is used for this purpose, though it has no special power.

**20. Unwanted children:** Crying the magic word "Leeleeglablea" on a moonlit night will summon the goat-crone Shub's Nanna (*p47*) to whisk away an unwanted child. In return, her servants will pay 13 silver pieces. **True.**



## PRIGWORT

**1. Alchemy and brewing:** The herbalist, Wyrmspittle, dabbles in alchemy. He would pay dearly for the secrets of the Brewmasters' craft, which he suspects to be of an alchemical nature. **True.**

**2. Brewmasters' secret:** The secret ingredient in the Brewmasters' prize spirits is moss dwarf bones! The bones are procured by unscrupulous gravediggers who enter moss dwarf villages under cover of night. **False.**

**3. Drouge and the Bagwall:** The mysterious wizard, Mostlemyre Drouge, plans to complete the Bagwall and enchant it to prevent any servants of the wicked Nag-Lord entering Prigwort. **False.**

**4. Enchanted cakes:** The baker in the woods to the south-east (1206) has the power to bake enchanted cakes, for the right price. **True.**

**5. Extravagant pastries:** Something fishy is going on at the bakery in the woods (1206). The miller says that their orders of flour are utterly insufficient for the extravagant quantity of pastry they produce. **True:** They get most of their dough from the magical pool behind the bakery.

**6. Haunted stone:** A standing stone of great mystery and power lies to the north-east (1205). The site is haunted by the ghost of Lady Harrowmoor's great-great-grandmother, who was murdered for her insolence at standing up to the Drune. **Partly true:** The presence of the stone and the phantom is accurate, but the story about her origin is false.

**7. Heggid's antiques:** Heggid Axminster, proprietor of the Oaf in the Oast, keeps pet adders in the cellar to protect his collection of antique clocks that lies hidden behind a secret panel. If you keep an ear out at midnight, you can hear them all chiming in unison. **False.**

**8. Lady Harrowmoor's dark secret:** The nobles of Harrowmoor Keep consort with a monstrous entity in the lake, which grants them wisdom in exchange for their mortal souls. **Partly true:** The Harrowmoor family does consult with an entity in the lake (see 1105), but it does not claim their souls.

**9. Lost wyrm's hoard:** The wyrm Chasobrithe laired in the woods to the south (1107), until it was slain by the noble Sir Windlass ("the laughing knight"). The body of the monster was never found—its bones may lay in some forgotten grove, to this day. **Partly true:** The wyrm is not dead.

**10. Magical attire:** The high-class tailor, Brandybile, has contacts in the Enchanters' Guild and can craft magical clothing. **Partly true:** Brandybile himself cannot weave enchantments, but he can make the necessary arrangements with the Enchanters' Guild.

**11. Maydrid the witch:** Maydrid Hydball of the Wrinkled Medlar is an apprentice witch and regularly has secret woodland meetings with the Witch Queen, reporting on goings-on in Prigwort. **False:** The meetings are with her lover, the wandering bard Gherigew Thorncripe.

**12. Pirate's jewels:** The jeweller, Hague Jerricorn, is the granddaughter of an infamous freebooter who made his fortune on the high seas. She knows the secret location of his lost treasure. **True.**



**13. Poisoned glades:** Beware the woods to the west (1006), where the trees are possessed by evil spirits and exude a poisonous fume into the air. All who go that way return with their flesh bruised and inflamed, if indeed they return at all. **Partly true:** The curse is actually caused by magicks around the Locus of Limwdd.

**14. Shortcut west:** If you intend to travel westwards, it's quicker to use the shortcut indicated by the old signpost that stands about 10 miles along Swinney Road (1005). **False:** This "advice" is given by someone with malicious or capricious intent.

**15. Shub's Finger:** If you travel west along Swinney Road, don't trust the way-markings on Shub's Finger (1005)! **True.**

**16. Smyde as Council Overmaster:** The Elevated Smyde Humblebuff, leader of House Pilston, has proposed introducing the position of Council Overmaster (and, naturally, proposes himself for the role). This would be a major break with tradition, though it may speed up decision making in the council. **True:** Smyde schemes to become the sole leader of Prigwort and cut the town's ties with the Earl of Yellow. (The scheme is not his own—he has come under the sway of Duke Brackenwold's court wizard, Paglimon the Perspicacious.)

**17. The awlflame:** The local Drune wield a magical staff topped with flaming antlers, known as the "awlflame". The antlers were procured from certain special stags who roam the forest to the north-east (1305). **Partly true:** The staff has been stolen by Atanuwë, who uses it as a toothpick.

**18. The duke's secret visits:** The duke himself sometimes visits Prigwort, disguised as a foreign merchant, wearing a green feather in his cap. The finest suite at the Wrinkled Medlar is always put at his disposal. **False.**

**19. The Nag-Lord's spies:** The town is teeming with the Nag-Lord's spies—grimalkins, moss dwarfs, woodgrues, and goatfolk of all kinds. Austache at the Clashed Antler is looking for trusty folk to help see them off. **Partly true:** The suspicion that all non-humans are spies is false, but Austache's plan is indeed to drive them out of town.

**20. Witch hunters:** The garrison being constructed on the edge of town will house a legion of the Order of St Faxis, who plan to eradicate all witches in the region. **False:** It is to be used by ducal soldiers.