





# Part Two

## Factions and Powers

**S**even major factions—Atanuwë’s horde, the Church of the One True God, the Drune, the frost elves, the goat-lords, the human nobility, and the witches—vie for dominion over Dolmenwood. Some seek political or military supremacy, while others strive after mastery of the Wood’s bountiful magical forces. This section details each faction, with an overview, a map showing the regions they dominate, a discussion of their schemes and goals, and full descriptions of important characters within the faction.

Additionally, the relationships between the seven factions—as well as how they interact with adventurers—are summarised.

Finally, two powerful characters not affiliated with any of the factions—the Hag and Ygraine Mordlin—are detailed.



# Atanuwë's Horde

The nine-legged chaos godling and its horde of wicked minions.

## FACTION OVERVIEW

### Alien to Dolmenwood

The origins of Atanuwë, the Nag-Lord, are unknown, though the beast is certainly not native to Dolmenwood. The preponderance of illusion, treachery, and lies that attends its trail compounds the difficulty in tracing its provenance. The few sages who specialise in the study of chaos godlings have reached no agreement on the subject.

### Entered Dolmenwood 400 Years Ago

On first coming to Dolmenwood some 400 years ago (see *History*, p16), Atanuwë found a realm dominated by petty sects vying for such tedious things as military or magical domination. The Nag-Lord immediately perceived the lack of fun (i.e. depravity, madness, and horrific absurdity) in the place and set about carving out a dominion from which to ooze its unsettling influence.

### Wrested Sargstone from the Drune

Atanuwë found the ideal location for its court—the Sargstone (hex 0904), which marks the nexus point of two ley lines. The mortal who claimed himself the warden of the stone circle (the Audrune Hemlack) was quickly dispatched of and the power of Sargstone subjugated.

### Minions Called to the Court of Chaos

Its court established around the Sargstone, the Nag-Lord sent out a call, welcoming all creatures of Chaos to bow before it. A ghastly menagerie of monsters flowed through the gates of the court, pledging their allegiance to Atanuwë. Atanuwë rules its horde with absolute, despotic authority. Its whim is law to be followed without question.

### Creator of Crookhorn Goatfolk

The wild goatfolk of northern Dolmenwood, who heretofore served no master, were corrupted by contact with Atanuwë, giving birth to the race of crookhorns.

### Poisoned the Wood God Gheillough

Atanuwë's presence has, over time, poisoned the waters of Lake Longmere, causing the water-dragon Gheillough (long bound by the Drune) to fall into a dream-wracked torpor in the mud of the lake-bed (see *History*, p16). By keeping the dragon in this state, Atanuwë has usurped its role as regulator of the arcane energies of Dolmenwood, twisting the forest ever more in the direction of the Weird.

### A Monster Beyond Human Concepts of Gender

As an alien being of Chaos transcendent of human concepts of gender, the Nag-Lord is referred to as "it".

### Absurdity and Dark Comedy

At root, Atanuwë is a godling of dark comedy. Its deeds and decrees are laced with cosmic irony, absurdity, and horrific slapstick—all to satisfy its black sense of humour.

### Destruction and Debauchery

As is the case with all beings of cosmic Chaos, the Nag-Lord loves wanton waste and destruction. It relishes the extermination of beauty, the toppling of order, and the annihilation of knowledge. Connected with this love of destruction, Atanuwë has a ravaging taste for debauchery. Feasts are constantly upon its tables, mounds of decaying food crushed beneath piles of fresh delicacies. For beings inclined towards Chaos, the balls and banquets of Atanuwë are said to be without rival.

### Ruler of the Valley of Wise Beasts

As a pet project, Atanuwë decided to awaken sentience in the animals of the valley which its Court overlooks. Thus awakened and given humanoid form, the little creatures were trapped in a nightmare of quaint tea parties and police-state terror under the rule of the crookhorns.

## ATANUWË'S SCHEMES

### Become Ruler of All Dolmenwood

The Nag-Lord cannot abide the thought of mortals who live free from its command, and seeks to increase its dominion to encompass the whole of Dolmenwood and then the lands beyond.

### Marriage With Gheillough

Having usurped Gheillough's role as regulator of the arcane energies of Dolmenwood, Atanuwë's next fancy is to summon the slumbering dragon-spirit to its side, complete its corruption into a being of pure Chaos, and wed it. The spawn of such a union would surpass all conceptions of wickedness.

### Collect the Bones of Holy People

Atanuwë has come into the possession of several saints' skulls and thought to revivify them for the amusement of the court. The skulls' sanctimonious wailings proved so droll that the Nag-Lord seeks to expand its collection.





## ENCLAVES OF ATANUWË

**The Nagwood:** A stretch of twisted woods overrun by evil trees and crookhorns. The place is under a sorcerous malaise that twists the mind.

**The Valley of Wise Beasts:** A long valley, uninhabited by humans, but home to a multitude of speaking beasts awakened by Atanuwë's fell hand.

**The Camp of Captain Snarkscorn (0803):** A makeshift but semi-permanent military outpost under the command of Captain Snarkscorn, established to protect the Nag-Lord's Court from attack from the west.

**Ignormwm's Cottage (0807):** Dwelling of the Atacorn Ignormwm.

**Court of the Nag-Lord (0904):** The Court of Chaos, lair of the beast Atanuwë, its most powerful servants and courtiers, and hordes of minions.

**Cottage of Shub's Nanna (0911):** A cute, rustic cottage in the woods, dwelling place of the corrupt goat-crone known as Shub's Nanna.

**Baron Fraggleshorn's Tower (1004):** Overlooking the Valley of Wise Beasts, this tower serves as a base of operations for the Nag-Lord's forces in the Valley and as a safeguard against attack from the east.

**Cobton-on-the-Shiver (1104):** The centre of talking beast culture in the Valley, watched over by a garrison of crookhorns.

**The Village of Dreg (1110):** Hiding place of the Atacorn Crewthyant.

**The Deceiver's Well (1509):** Hiding place of the Atacorn Hawalyeer.

TODO: Illustration



## MEMBERS AND ORGANISATION

### Atanuwë, The Nag-Lord

The nine-legged unicorn godling, whose psychedelic horn and lunatic braying hold sway over all others in this faction.

### Atacorns

The spawn of the Nag-Lord, birthed by unholy union with a harridan (see below). Atacorns are unicorn-things with human features and a bizarre and cruel sense of humour. There are known to be at least 18 Atacorns, but only three have remained in Dolmenwood, the others roaming to distant lands to spread woe and discord. Those in Dolmenwood are: **Ignormwm** (hex 0807), **Crewithyant** (in the town of Dreg, see pXXX), and **Hawalyeer** (hex 1509).

### Crookhorn Goatfolk

The corrupted goatfolk of northern Dolmenwood, who were among the first servants of Atanuwë, being easily corrupted to its whims. Crookhorns now form a large (and ever-increasing) force of brigands that makes travel in the northern woods treacherous and threatens the safety of civilisation to the south (in particular, Prigwort, hex 1106).



### Atanuwë and Worshipers

Atanuwë is a being of godling status, similar in cosmic stature to the Wood Gods of Dolmenwood (see pXXX). As such, while it can bestow magical abilities upon its followers and teach them unspeakable secrets of dark magic, it cannot grant spells in the way that true deities can. The deities worshipped by clerics, druids, etc. are thus of a higher order of magnitude than the Nag-Lord.

### Harpies

Among the horrid denizens of the Northern Scratch, many hideous bird-women have flown to the Nag-Lord's Court to serve the beast.

### Monstrous Humanoids

Large, monstrous humanoids such as ogres and minotaurs are found in the armies of the Nag-Lord, alongside the lesser foot soldiers (i.e. the crookhorn hordes).

### Harridans

A sect of witches, who were perhaps once human women, now twisted into the form of hideous ogres by constant exposure to the Nag-Lord's warped presence. Harridans serve as courtesans, brood-mothers, and soothsayers.

### Twisted Unicorns

Of all the many colours and kinds of unicorn that may be glimpsed in Dolmenwood, some few—those who relish torture and destruction—have come under the Nag-Lord's banner. These wicked fairies serve as Atanuwë's advisers in matters of war and sorcery.

### CROOKHORN NAMES

d20	Male	Female	Surname
1	Bart	Breek	Bludger
2	Billy	Crag	Boner
3	Broo	Crown	Bugber
4	Broob	Dank	Clubber
5	Curlip	Errid	Crapshod
6	Grim	Fanny	Gouger
7	Grip	Grewigg	Grimes
8	Gripe	Gruw	Hogbard
9	Hoge	Lankly	Hogblood
10	Lank	Nagly	Hoglick
11	Lope	Nanna	Limplore
12	Lurp	Plim	Nagger
13	Org	Prim	Nailer
14	Shadgore	Scrag	Quimmer
15	Shank	Shim	Shergulf
16	Slurp	Shoddy	Shiver
17	Snerd	Slyme	Smollow
18	Snerg	Slynn	Sodder
19	Willy	Smoo	Wallow
20	Winder	Wilda	Wanklore



## ATANUWĚ, THE NAG-LORD

A monstrous, nine-legged unicorn godling, Atanuwě's physical form is mutable, shifting through an unsettling variety of structure, composition, and colour before onlookers' eyes. At one moment, the beast may appear as a mound of grinning pink jelly with flailing legs and crooked horn protruding; at the next moment it may seem to be a gargantuan, flaming unicorn with eyes of ruby and nine clawed hooves.

**Names:** The name Atanuwě is rarely used, except by those of scholarly bent. The beast's servants commonly call it the Nag-Lord or "Your Worshipfulness", while in folklore it is often referred to by the moniker "Old Shub".

**Demeanour (Chaotic):** Cruel, decadent, utterly narcissistic. Basks in flattery. Loves to mete out absurd injustice.

**Speech:** Suave insinuations, punctuated with lunatic braying. Speaks all languages (via telepathic communion).

**Desires:** See *Atanuwě's Schemes*, p42.

**Possessions:** Atanuwě hoards magical artefacts (see hex 0904), but carries none on its person.

**Servants:** An army of crookhorns and monstrous humanoids. Harpy servitors. A sect of harridan soothsayers. Twisted unicorn advisers.

**Location:** The Court of the Nag-Lord, hex 0904.

## Combat Stats

**AC** -1 [20] **HD** 22\*\*\*\* (112hp) **Att** [6 × hoof (1d4), 1 × horn (1d10 + jellification)] or magic or hypnotism **THACO** 5 [+14] **MV** 150' (50') **SV** D2 W2 P2 B2 S2 (22) **ML** 10 **AL** Chaotic **XP** 11,750

**Jellification:** A victim pierced by Atanuwě's horn must **save versus death** or be transformed into a pool of jelly.

**Magic:** Atanuwě can cast the following spells without limit: *dispel magic*, *confusion*, *curse*, *dimension door*, *polymorph self*, *polymorph others*, *animate dead*, *feeblemind*.

**Hypnotism:** Anyone at whom Atanuwě intently stares is compelled to meet its gaze. The target must **save versus spells** or be affected per *charm monster*, beguiled by the strobing emanations of the Nag-Lord's iridescent horn.

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Immunities:** Unharmed by poison, fire, and cold.

**Magic reflection:** Each time Atanuwě is targeted by magic, roll 1d6. 1: Effect reflected back at caster; 2–3: Effect nullified; 4–6: Normal effect.

**See invisible:** Atanuwě can see through veils of invisibility.

TODO: NPC portrait



## BARON LUCIUS FRAGGLEHORN

A monstrously obese crookhorn, 8' tall, with one milky, weeping eye. His three horns curve downwards over his brow, like a wicked veil.

**Demeanour (Chaotic):** Lecherous, debauched, brutal. Terrified of snakes.

**Speech:** Menacing mirth, fits of bellowing. Woldish, Gaffe.

**Desires:** Fine vittles. More human wives.

**Family:** Six crookhorn wives (willing concubines to the powerful goat-lord), one human wife (kept by force).

**Servants:** Two dozen crookhorn soldiers. A despicable human cook named Mertrude.

**Location:** Tower overlooking the Valley of Wise Beasts, in hex 1004.

### Combat Stats

**AC** 3 [16] **HD** 7\* (40hp) **Att** 1 × bite/butt (1d8 + disease), 1 × two-handed sword (1d10+2) or 1 × goat-horn dagger (1d4+4, +2 to attack rolls) **THACO** 13 [+6] **MV** 120' (40') **SV** D8 W9 P10 B10 S12 (7) **ML** 9 **AL** Chaotic **XP** 850

**Disease:** Anyone bitten or butted by Fraggleshorn must **save versus poison** or be afflicted by a nasty infection (see crookhorn—DMB).

**Goat-horn dagger:** The baron keeps an antique goat-horn dagger +2, sheathed around his neck.



## CAPTAIN GIB SNARKSCORN

A lanky (7'6" tall), froth-mouthed crookhorn dressed in rag-tag plate mail with a huge wooden shield (a repurposed barn door). Snarkscorn is stationed in hex 0803 to guard the Nag-Lord's court against attack from the west.

**Demeanour (Chaotic):** Cruel bully, prone to random rages. Loves wild music and debauchery.

**Speech:** Raw-throated barking and derisive whimpering. Woldish, Gaffe.

**Desires:** To depose **Baron Fraggleshorn** as lord of the Valley of Wise Beasts. Hates and covets the witch **Lady Haeroth** (pXXX), who has escaped his clutches by trickery on two occasions. He would gladly pay for her capture.

**Servants:** 60 crookhorn soldiers, camped in hex 0803.

**Location:** Semi-permanent camp in hex 0803.

### Combat Stats

**AC** 3 [16] **HD** 6+4\* (40hp) **Att** 1 × butt (1d6+3 + disease), 1 × battleaxe (1d8+3) **THACO** 13 [+6] **MV** 120' (40') **SV** D10 W11 P12 B13 S14 (6) **ML** 10 **AL** Chaotic **XP** 650

**Disease:** Anyone butted by Snarkscorn must **save versus poison** or be afflicted by a nasty infection (see crookhorn—DMB).

**War-horn:** Carries a great war-horn around his neck which he can sound once a day to summon **1d6 harpies** (OSE)—servants of the Nag-Lord—to his aid in 1d4 rounds.





## SHUB'S NANNA

An elderly longhorn goatwoman with flowing, pale tan fur and silver eyes with violet pupils. She wears layered black dresses and a green woollen shawl. Nanna is a favoured servant of Atanuwë, being responsible for keeping its larder stocked with plump human children.

**Demeanour (Chaotic):** Acts as a kindly old lady who wishes to coddle visitors. Schemes to trap any she deems worthy of her master's prisons or table. Loves flattery.

**Speech:** Absent-minded blather, laced with baby talk and bleating cackles. Caprice, Gaffe, Woldish, Sylvan.

**Desires:** Plump children for her master's larder. Magical baubles. Wishes to be once more young and fair.

**Possessions:** A magical goat-sleigh that, under Nanna's guidance, can carry herself plus four passengers anywhere along the course of the ley line Lamm in a matter of minutes. (It is in this way that she visits the Court of the Nag-Lord, in hex 0904.) An enchanted *whip* +2 (1d6+2 damage, 10' reach), woven from the hair of elf maidens.

**Servants:** 7 silver goblins and 5 silver-eyed goats (see 0911).

**Location:** Woodland cottage in hex 0911.

**Combat stats:** Longhorn goatfolk (DMB).



### Summoning Shub's Nanna

The attention of Shub's Nanna may be gained by calling out the magic word "Leeleeglablea" upon a moonlit night within Dolmenwood. In response, Nanna may dispatch a number of her goblin servants to the location of the one who called. The goblins appear within 1d6 turns and may return to their mistress at will, disappearing into mist within three rounds.

Local folklore is correct in suggesting that the goblins of Shub's Nanna will pay a sum of 13sp in exchange for an unwanted child. She may also grant other favours (e.g. transportation) in exchange for especially succulent, sweet-smelling children.

TODO: Illustration



# Church of the One True God

The dominant religion of the mortal folk of Dolmenwood in modern times.

## FACTION OVERVIEW

### Origins in a Distant “Holy Land”

The Church of the One True God is not native to the Dolmenwood region, but originated in a distant “holy land” which is now the site of political strife and war. (The referee may select the exact geographical location of the holy land as befits the wider campaign setting.)

### Monotheistic and Evangelistic

According to Church doctrine, there exists but One True God—all other religions worship false deities, at best, and personifications of devils, at worst. The Church aims to convert all non-believers and bring them into the fold.

### One God, Many Saints

Daily worship focuses on the pantheon of saints, rather than on the God Himself, who remains somewhat abstract. Each place of worship is therefore dedicated to a particular saint, whose blessings may be bestowed upon the faithful.

### Supplanted Worship of the Wood Gods

In the early days of the Church in Dolmenwood, missionaries flooded the forest, drawn from far and wide to bring the Word of God to the heathen folk of the Wood. Pagan shrines in hamlets and villages were commandeered and converted into chapels venerating the saints of the Church, and a profusion of wayside shrines was established throughout the wilds of the forest.

### Official Faith of the Duchy and Beyond

The Church is the officially sanctioned religion of the Duchy of Brackenwold and many kingdoms far beyond. The political clout of the Church is not to be underestimated—many a young prince is advised by a gaggle of condescending clerics, and many a devout duchess unquestioningly follows the holy edict of the Church. Such is the Church’s power—acting as counsellor and conduit of the Divine Word while relentlessly promoting its own agenda.

### Military Might

The Church wields significant military power, though it prefers to only exert this force in tandem with the kings and nobles who support it. Nonetheless, should the need arise, the Church could muster a great army from the ranks of its crusaders, wardens, and sanctioned battalions.

### Disappearing Shrines and Ebbing Power

Over the last century, the many wayside shrines of Dolmenwood have disappeared, due to the corrupting influence of Atanuwë. (The current locations of the shrines are shown on pXXX.) While most villages still maintain a church, the quaint gods and spirits of folklore play an increasingly important role in the minds of everyday folk.

### The Ruined Abbey of St Clewyd

The capstone of the Church’s former power in Dolmenwood, the Abbey of St Clewyd, now lies in ruins (hex 0906), purportedly haunted by evil powers. All attempts to clear the ruins have failed.

### Miracles and Magic

Only rare and blessed individuals within the Church (e.g. player character clerics or friars) can directly channel divine power in the form of clerical spells. (Such people may eventually become living saints, renowned for the miracles that occur in their wake.) High-ranking priests (e.g. the Bishop of Brackenwold, *p51*) can channel the power of God by performing elaborate rituals in holy places. The average rural vicar has no magical power.

## THE CHURCH’S SCHEMES

### Locate and Restore the Shrines

The Bishop of Brackenwold ardently seeks to locate and re-sanctify the vanished wayside shrines. The force behind the disappearance of the shrines is not currently known to the Church, though it is suspected to be of arcane origin. The Drune are the prime suspect.

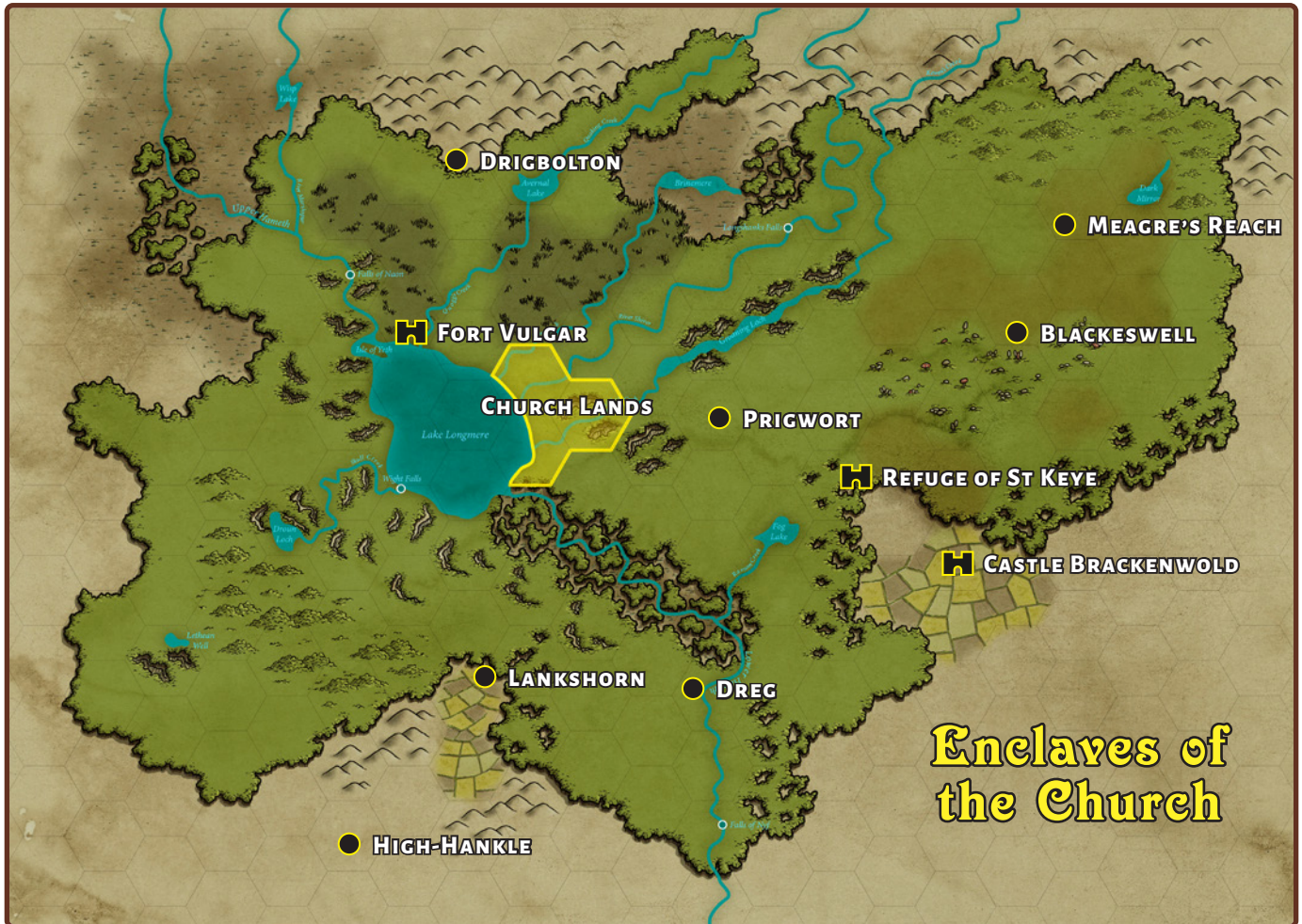
### Rebuild the Abbey of St Clewyd

The ultimate achievement of the restoration of the Church in Dolmenwood would be the reconstruction of the ruined Abbey of St Clewyd, in the heart of the Wood (hex 0906). The Church does not know true cause of the abbey’s destruction, but (rightly) suspect Atanuwë’s involvement.

### Stamp out the Drune and the Witches

Under the authority of Bishop Sanguine, the Church has become ever more antagonistic toward the Drune and witches of Dolmenwood, perceiving both (somewhat inaccurately) as heathen religions. Current Church policy is to eradicate both sects, wherever they are encountered.





## ENCLAVES OF THE CHURCH

**The Town of High-Hankle (0512):** A minster dedicated to the three minor saints Esther, Hildace, and Ingrid.

**Fort Vulgar (0604):** A chapel dedicated to the minor saint Dougan.

**The Hamlet of Drigbolton (0702):** A small chapel dedicated to St Gretchen.

**The Town of Lankshorn (0710):** An antique and elaborately adorned stone church dedicated to St Pastery.

**Church Lands (0805, 0806, 0906):** The lands surrounding the ruined Abbey of St Clewyd are owned by the Church.

**The Town of Prigwort (1106):** A rambling church dedicated to St Waylaine.

**The Village of Dreg (1110):** A mouldering, wooden, portside shrine to St Wick.

**The Refuge of St Keye (1307):** The only remaining monastery in Dolmenwood. Once a rest stop for pilgrims travelling to the Abbey of St Clewyd (hex 0906), the monks now cater to a clientele consisting of merchants, pedlars, and woodcutters.

**The City of Castle Brackenwold (1508):** The central administration of the Church in Dolmenwood. The mighty Cathedral of St Signis dominates the Inner City, while the Bishop's Palace and the Seminary of 100 Martyrs stand within the Ducal Keep, beside Castle Brackenwold itself.

**The Village of Blackeswell (1604):** An impressive (and overly large, for the size of the village) church dedicated to St Gondyw.

**The Village of Meagre's Reach (1703):** A small chapel dedicated to St Lillibeth.

TODO: Illustration



## MEMBERS AND ORGANISATION

### Saints

The most exalted servants of the One True God, whose holy deeds have merited them a place at God's side. Upon death, the bodies, clothing, and possessions of such individuals are venerated as relics, and have magical potency. No living saint currently resides in Dolmenwood.

**Feast days:** The feast days of the 100 saints venerated in Dolmenwood are listed on the Dolmenwood Calendar (available as a free download from [necroticgnome.com](http://necroticgnome.com)).

### The Bishop of Brackenwold

The head of the Church within Dolmenwood is Bishop Sanguine, resident in Castle Brackenwold (hex 1508).

### Clerical Orders

The Church's militaristic arm takes the form of three holy orders of warrior-priests who venture into dangerous realms to vanquish enemies of the Church.

**The Order of St Faxis:** The order of witch-hunters and inquisitors. Clerics of St Faxis follow an edict to root out and bring to justice unsanctioned practitioners of the occult in all their forms.

**The Order of St Sedge:** The order of crusaders; those who make holy war in lands where the law of the Church is contended.

**The Order of St Signis:** The order of Lichwards; those who watch over the dead and hunt revenant corpses and spirits which—in defiance of God—rise from the grave.

### Priests

The mainstream of the Church, from lowly curates, through village priests, to the archbishops who determine the course of the Church across all the lands where it has dominion.

### Monastics

Ascetics who live cloistered lives of prayer, fasting, and contemplation. In the present day, there is but a single monastery within Dolmenwood—the Refuge of St Keye, in hex 1307. Monastics are therefore seldom encountered by the everyday folk of the Wood.

### Friars

Wandering ascetics who have vowed to leave the austere life of the cloister and take to a homeless existence on the road. Friars are tasked with bringing the good word of the One True God to the poor, downtrodden, and disease-ridden in borderlands at the edge of the civilised world (such as Dolmenwood). Friars maintain only a loose affiliation with the Church proper, being granted the fiat to carry out God's will as they see fit, without recourse to the ecclesiastical hierarchy. A large number of saints lived as friars.

### Details of the Religion

The specifics of the Church of the One True God are deliberately left open, allowing it to act as a place-holder for an evangelistic monotheistic sect that exists in the wider campaign setting. In semi-historical campaigns, the real-world Catholic church is an easy match.

## THE 100 SAINTS OF DOLMENWOOD

d% Saint	d% Saint
01 <i>Abthius, ever-lustrous</i>	51 Joane the broken
02 Aeynid the impeccable	52 <i>Jorrael, God-friend</i>
03 Albert of the bleeding palm	53 Jubilant the chanter
04 Albrith the illuminator	54 <i>Keye the chronicler</i>
05 Apoplect the ever-roaming	55 Knock the steadfast
06 Baldric of the liminal eye	56 <i>Lillibeth of the sugared breath</i>
07 <i>Benester the right-believing</i>	57 Loame the sanctimonious
08 Bethany of Brackenwold	58 Lummo, soul-sooth
09 Calafredus the confessor	59 Maternis the sufferer
10 Cantius, God-fool	60 Medigor, mead-fast
11 Capernott the prophetess	61 Moribund the doorkeeper
12 Choad the mellifluous	62 Neblit the horrified
13 <i>Clewyd the refulgent</i>	63 Nuncy the wretched
14 Clistor of the four winds	64 Offrid, oath-bearer
15 Clyde the right-minded	65 Pannard the lithe
16 Clyve the doleful	66 <i>Pastery, butter-monger</i>
17 <i>Cornice of the angels</i>	67 Philodeus the mighty
18 Craven the incontinent	68 Pious the plump
19 <i>Dank of the thorn</i>	69 Poltry of the wastes
20 Dextre the unbridled	70 <i>Ponch the prudent</i>
21 Dillage the blood-bearer	71 Primace the obdurate
22 Dougan the incredulous	72 Primula the beneficent
23 Dullard the swift	73 Puriphon of the wick
24 Egbert the grim	74 <i>Quister, ever-loyal</i>
25 <i>Eggort the troglodyte</i>	75 Rhilma of the parched lip
26 Elephantine the scribe	76 Sabian the horn-bearer
27 <i>Elsa, balm-gusher</i>	77 Sanguine, fairy-bane
28 Esther of the orchard	78 <i>Sedge the unblemished</i>
29 <i>Faxis the penitent</i>	79 Shank the eagle-eyed
30 Flatius parchment-bearer	80 <i>Signis the silent</i>
31 <i>Foggarty of the cup</i>	81 Simone the withered
32 Fredulus the beheaded	82 Sortia, serpent-bane
33 <i>Galaunt the wonderworker</i>	83 Talambeth the ignitor
34 Gawain the goodly	84 Therese the young
35 Godfrey the chaste	85 <i>Thorm, faith-smith</i>
36 <i>Gondyw, converter of kings</i>	86 Thridgold the gallant
37 <i>Goodenough the hearty</i>	87 <i>Torphia of the solitudes</i>
38 <i>Gretchen the maiden</i>	88 Tumbel torch-bringer
39 <i>Gripe the forthright</i>	89 Vinicus, thrice hanged
40 Gwigh the unsleeping	90 Visyg of the canker
41 Habicus the lofty	91 <i>Waylaine of the sack</i>
42 <i>Hamfast, cloud-head</i>	92 Waylord of the brook
43 Hildace the hidden	93 <i>Whittery of the woods</i>
44 Hoargrime the vexed	94 <i>Wick the venerable</i>
45 Hodwich the unmercenary	95 Wilbranch of the weeping
46 <i>Hollyhock the jubilant</i>	96 Willibart, balm-tears
47 <i>Horace the puissant</i>	97 <i>Willofrith the wide</i>
48 <i>Howarth the accursed</i>	98 Woad the homefast
49 Howdych the tower	99 <i>Wort the benignant</i>
50 Ingrid of the bludgeon	00 Wynne of the scar

**Major saints:** The 34 major saints are listed in *italics*. The major saints are detailed in the *Dolmenwood Player's Book*.

**TODO: Illustration**



## BISHOP JOSPHER SANGUINE

An elderly man with pasty skin, a bald pate, a hawkish nose, and penetrating eyes of pale blue. Dresses in episcopal purple finery, with a ruby-encrusted gold medallion. The bishop is famed for his great scholarly achievements and the far-sightedness of his political machinations. To be addressed as “Your Excellency”.

**Demeanour (Neutral):** Vainglorious, condescending, coldly zealous. His hatred of “heathens” (e.g. the Drune, the witches) clouds his reason. Has a habit of grinding his teeth while listening.

**Speech:** Erudite, sneering. Woldish, Liturgic, Old Woldish.

**Desires:** To restore the lost shrines of Dolmenwood and the dominance of the Church. To weaken or destroy the Drune. To eradicate the witches and the old gods.

**Possessions:** The *staff of temperance*—allows the wielder to perceive lies with 50% accuracy and to cast *quest* and *know alignment* once per week. The *elixir of St Eggort*—a 2’ decanter of eternally glowing liquid (emanates bright sunlight in a 120’ radius).

**Servants:** Several dozen assistants and librarians, several dozen servants.

**Location:** The Bishop’s Palace (**p92**) in Castle Brackenwold (hex 1508).



**Combat stats:** Normal human. Has the ability to cast clerical spells of up to 5th level by performing lengthy rituals in a specially consecrated sanctum.

## ABBOT NEDWYNNE HARGLE

A stiff, looming man in his late middle age, with a wide, rustic face and unruly grey hair. Dresses in the simple tan robes of a librarian. As abbot of the Seminary of 100 Martyrs, Hargle is responsible for overseeing the theological libraries and the training of new priests. To be addressed as “Father”.

**Demeanour (Lawful):** Sombre, kindly, intellectual. Ruffles his hair unconsciously.

**Speech:** Slow, soft, meandering. Woldish, Liturgic, Old Woldish.

**Desires:** Knowledge of the history and purpose of the Triple Compact (now all but forgotten to the Church). A quiet retirement in the country.

**Servants:** A dozen librarians, three personal servants.

**Location:** The Seminary of the 100 Martyrs (**p93**) in Castle Brackenwold (hex 1508).

**Combat stats:** Normal human. Has the ability to cast clerical spells of up to 4th level by performing lengthy rituals in a specially consecrated sanctum.





# Drune

A sinister cabal of sorcerers who covet occult knowledge above all else.

## FACTION OVERVIEW

### Masters of the Leys and Standing Stones

The Drune are the unchallenged masters of the standing stones of Dolmenwood, having domination over all nodal stones save for Phandryl (hex 1802—hidden by Ygraine), the Sargstone (hex 0904—usurped by Atanuwë), and Bafflestone (hex 0907—corrupt).

They guard secret arts of geomancy for the harnessing and manipulation of earth energies through the stones, having painstakingly mapped the many greater and lesser ley lines of Dolmenwood. A sub-order known as the Audrune are the designated masters of the leys and know the secrets of travel along them, both to other locations in the wood and to otherworldly realms beyond.

### Wardens of the Witching Ring

Among the Drune's chief activities in the Wood is the tending of the Ring of Chell—the vast artificial ley that encircles Dwelmfurgh (see *The Ring of Chell*, p22), preventing the exiled Cold Prince from returning to Dolmenwood. The Drune maintain their vigil against the return of the Cold Prince with deadly earnestness, for they wish to share arcane dominion over Dolmenwood with no one.

### Last Remnant of the Triple Compact

As wardens of the Ring of Chell, the Drune are the last remnant of an ancient alliance, known as the Triple Compact, that expelled the Cold Prince from Dolmenwood. The other factions that partook in this alliance—the Church of the One True God (p48) and the Duchy of Brackenwold (p54)—have long forgotten their pact and its deadly significance.

### Hoarders of Arcane Knowledge

Key to the tenets of the Drune sect is the hoarding of knowledge. They regard knowledge as sacred and more valuable than a man's life.

### Common Folk Fear to Speak Their Name

Common folk refer to the Drune by euphemisms such as “the watchers of the wood” or “the hooded men”, for the name they call themselves—the Drune—is said to be accursed.



### Occult Enslavement and Binding

A significant portion of the Drune's occult potency lies in the spirits and godlings that they have bound and subjugated for use as sources of arcane energy. The Drune do not reserve the use of bondage, imprisonment, and enslavement purely for beings of godly magnitude; these are tools which they commonly use as a means of amplifying or creating arcane force. Kidnap and sacrifice by the Drune is feared as a fate worse than death by the common folk of Dolmenwood.

### Magic of Shadow and Flame

These two energies have long been friends of the Drune. All Drune may see in utter blackness and they may summon flickering green flames to their service at will.

### Golems of Wicker and Bramble

Having dwelt exclusively in the forest for many centuries, it is natural that the Drune's studies have led them to dominate their environment. They possess occult powers of commanding and transmuting wood and plants and practice golem-working in wood, wicker, and bramble.

## THE DRUNE'S SCHEMES

### Reawaken the Entity Gheillough

The Drune, of old, profited greatly from their dealings with the mysterious power in the waters of Lake Longmere. Contact with the entity was lost when the coming of the Nag-Lord tainted the waters of the Lake, but the Drune seek to reawaken Gheillough.

### Entrap and Subjugate Atanuwë

The Drune view the coming of Atanuwë with strictly pragmatic eyes—the Nag-Lord is a godling whose powers must be subjugated and harnessed to further their own ends. If the Drune were to succeed in this scheme, their occult dominion over Dolmenwood would be nigh complete.

### Reclaim Dominion over Sargstone

A side-benefit of subjugating the beast Atanuwë would be the recovery of the nodal Sargstone (hex 0904), whose loss the Drune rue bitterly.

### Locate the Energy Disturbance on Ywyr

Fluctuations in the energy flows of Ywyr infer the existence of an unlawful fifth nodal somewhere along the ley line's course. The clandestine stone is located in Chateau Mauvesse (hex 1802), Ygraine's magic concealing it from the Drune's ever-searching gaze.





## Enclaves of the Drune

### ENCLAVES OF THE DRUNE

**Dwelfmurfurgh:** The area around Lake Longmere within the circle of Chell (see *Regions of Dolmenwood*, p10), is the Drune heartland. In the absence of any meaningful presence of the Duke and his nobility, the Drune's word here is law.

**Drune Lodge (0507):** The centre of Drune activity in Dolmenwood and home of the Elder Phanatarch—the king of all Drune—and the Aegis—the Drune high council. The Lodge consists of a series of wooden towers scattered among the sloping woods beneath Droun Loch, along with a maze of catacombs tunnelled in the earth and rocks beneath. All are guarded with great magic, invisible and unlocatable to all but the Drune.

**The Village of Odd (1403):** The Drune control this village and the monolith that is integrated into its disused church.

#### The Nodal Stones:

- ▶ **Drodh (0506):** Warded by the Audrune Rigmirth.
- ▶ **Endstone (1603):** Warded by the Audrune Mathonwy.
- ▶ **Eæl (0503):** Warded by the Audrune Morgodh.
- ▶ **Golokstone (0910):** Warded by the Audrune Aethogrym.
- ▶ **Gorthstone (1205):** Warded by the Audrune Haygral.
- ▶ **Hadrwyl (0804):** Warded by the Audrune Hermanach.
- ▶ **Norstone (1507):** Warded by the Audrune Morthgwail.
- ▶ **The Pelloryons (0509):** Warded by the Audrune Cadraigant.
- ▶ **Radhd (0207):** Warded by the Audrune Grebglin.
- ▶ **Sigil (0304):** Warded by the Audrune Wargfole.
- ▶ **Tenkystone (0903):** Warded by the Audrune Jhaelloch.
- ▶ **Uruzzur (0204):** Warded by the Audrune Mestmord.
- ▶ **Yrthstone (0502):** Warded by the Audrune Zarlac.

TODO: Illustration



## MEMBERS AND ORGANISATION

### The Drunic Race

The Drune are the last remnant of a people who migrated to Dolmenwood from elsewhere, long ago. They are a folk apart from the other humans of Dolmenwood, breeding only among their own kind. Their hair is straight and raven-hued, their complexion is ghostly pale, and their voices are clear and strident. They stand a full head above the normal folk of the forest. One may only become a Drune by being born the son of a Drune and every Drune is born into a specific station within Drune society.

### The Aegis

Members of the aegis—the Drune high council—dwell with their families in the Drune Lodge and occupy much of their time coordinating various projects and conflicts and handing down policy. Other Drones consider them bureaucrats, necessary yet at times terrible.

### The Elder Phanatarch

The chief of all Drones in Dolmenwood and ruler of the Aegis, known in folklore as “the Owl King” and to other Drones as “the Bone King”. Dwells in the crypts of the Drune Lodge, attended by nine spirits.

### The Audrunes

Watch over the stones and mind the leys. Each nodal stone within Dolmenwood is guarded by an Audrune, many of them living hermit-like in its vicinity.

### Cottagers

The remainder of Drune men are known as cottagers and make their dwellings throughout the Wood. Cottagers live with a Drunewife and their children. The males of the household own nothing but the clothes on their backs. Until a cottager is called upon by the aegis to perform some official duty, he will spend the bulk of his time scavenging ruins for lost grimoires, sleeping in crypts and dream-talking to ghosts, capturing fairy pests, brewing virulent poisons, recording omens and auspices, and tracking the movements of goatfolk.

### Drunewives

Womenfolk of the Drune who practice the inherited crafts of herbalism, pottery, and song. Their songs—known as notions—are enchanted, as are their kilns, which are used in the construction of small clay golems called *kilnlings*. Each household and its property is owned and managed by the Drunewife and her daughters.

### Braithmaids

The adolescent daughters of the Drune, who roam the wild regions of Dolmenwood, singing enchanted melodies. It is traditional that some Braithmaids will marry a Drune, becoming a Drunewife, while others will remain virgins and join the ranks of the witches (see *p70*).



### The Drunemoot

Moonlit meetings—overseen by at least one member of the aegis—are sometimes called to mete out justice or discuss recent goings-on. On such occasions, as many as thirty Drones may appear, though gatherings of less than a dozen are more common.

#### DRUNE NAMES

d20	Male	Female	Surname
1	Abram	Aembgyth	Astraleth
2	Aestgrym	Andramath	Bonewort
3	Brackborne	Athe	Broodmoot
4	Brimgord	Braithlynne	Broomewith
5	Cantcor	Caendrgald	Canker
6	Celleddach	Deregbra	Casket
7	Grimlocke	Eostra	Chancter
8	Hecator	Estembra	Dolmward
9	Hestith	Frigdra	Doome
10	Hestobraithe	Gremliith	Duskwith
11	Illforridh	Gwentmarg	Hallow
12	Lolldhrimm	Gwordlith	Loomer
13	Limnis	Haelleth	Moonewer
14	Majorus	Hancith	Owlhame
15	Malrubius	Idralynne	Unction
16	Mirroddor	Jhaellen	Unlight
17	Molloch	Lagwynne	Vaunte
18	Mordoch	Polldra	Wicker
19	Oglimoth	Sigdra	Wraithmord
20	Waykehald	Wakehyld	Wyrd



## CADUCEUS DOOME—ELDER PHANATARCH

A gaunt, vault-pale man of imposing height, crowned with the finger bones of his mightiest forebears and swathed in black. His beard and hair are grown tangled like bramble thickets. A baleful green fire flickers in his pupils.

**Demeanour (Neutral):** Cool-minded, scheming, manipulative. Pulls at his bony fingers, as if removing rings.

**Speech:** A dispassionate whisper that penetrates all noise. Woldish, Old Woldish, Drunic, Liturgic, Sylvan, a smattering of High Elfish.

**Desires:** To forge a lasting alliance with the witches, ushering in a new era of Drunedom where the occult energies of male and female are united. To procure saintly relics and turn their power (oft ignored by the Drune) against Atanuwë.

**Possessions:** *Vorpal knife* (see **Combat Stats**). *Amulet of refraction* (see **Combat Stats**). 2 magic rings (see **Combat Stats**). The *Crown of Old Droun*—formed of the finger bones of other men who once held the title of Bone King. One who wears the Crown ages at one-fifth of the natural rate and experiences fever dreams wherein Drunes long deceased whisper their rede.

**Servants:** Scribes, archivists, spies, and so on. A personal guard of 12 shadows (*OSE*). 9 female spirits known as the Aldweathe—the spirits of Braithmaids who elected to sacrifice their mortal lives in order to serve their king for all eternity. They fulfil many functions, including those of guards and advisors (for their memories span back to the old days of Drunedom).

**Location:** In the crypts of Drune Lodge, hex 0507.

TODO: Illustration



### Combat Stats

**AC** 5 [14] **HD** 14\*\*\*\* (38hp) **Att** 1 × *vorpal knife* (1d4+2, +2 to attack rolls) or 1 × staff of greenflame (1d4 + burning) or spells **THACO** 9 [+10] **MV** 90' (30') **SV** D4 W5 P6 B5 S8 (14) **ML** 9 **AL** Neutral **XP** 6,100

**Vorpal knife:** A slim, curved blade of black iron (enchanted +2). On an natural 19 or 20 attack roll, a human-sized target is decapitated. Against targets of solid stone or metal, only a natural 20 decapitates. Creatures without a head are unaffected. Some creatures with heads (e.g. constructs, elementals) are not killed by decapitation.

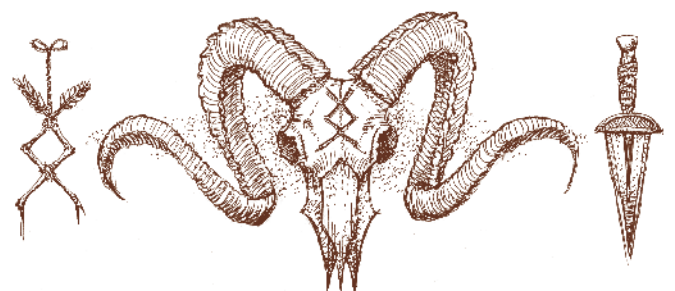
**Burning greenflame:** A victim damaged by the Elder Phanatarch's staff must **save versus spells** or be wreathed in snaking flame, suffering 1 damage per round for 1d4 rounds.

**Amulet of refraction:** A disc of rainbow-hued crystal which allows the wearer to cast *mirror image* once per day and *projected image* once per week.

**Magic rings:** The Elder Phanatarch wears a steel *ring of controlling humans* and a golden *ring of fire resistance*.

**Spells:** Doome has the following spells memorized: *charm person*, *invisibility*, *dispel magic*, *dimension door*, *polymorph self*, *wizard eye*, *animate dead*, *cloudkill*, *magic jar*, *geas*, *death spell*, *invisible stalker*.

**Ley travel:** When in Drune Lodge, the Elder Phanatarch may step into the Ring of Chell and travel astrally along the course of ley energy at a rate of 24 miles per hour.





# Frost Elves

Cruel, banished fairies who covet their former domain of Dolmenwood.

## FACTION OVERVIEW

### Natives of the Fairy Domain of Frigia

Frost elves are the cold-hearted and frigidly beautiful natives of the distant fairy realm of Frigia (pXXX), which once lay close to Dolmenwood. In primaeval days, beyond the memory of any who live, this folk dwelt solely in the frost-clad forests and mountains of Frigia. However, like all fairies, their insatiable curiosity led them to wander into the mortal world and, eventually, to Dolmenwood.

### Eternal Winter of the Cold Prince

When mortals first came to Dolmenwood, they found a place blanketed with fairy magic and wracked with eternal ice. The frost elves and their liege, the Cold Prince, had claimed the Wood for themselves, as an extension of their dominion in Frigia, and ruled for centuries beyond count.

### Temporary Absence from Dolmenwood

As is the fickle way of fairies, the Cold Prince's interest in Dolmenwood waned. His people withdrew into Frigia and the fairy frosts that had wracked the forest receded. It was at this time that the human habitation of Dolmenwood began in earnest. When the Cold Prince's whim returned to Dolmenwood, 1,000 years had passed in the mortal world and his former dominion was claimed by mortal folk.

### Banished by the Triple Compact

There followed a period of bitter conflict between frost elves and mortals. In desperation, the King, the Church, and the Drune formed an alliance known as the Triple Compact (see *History*, p16). By a working of deep magic, these unlikely bedfellows constructed the Ring of Chell, banishing the frost elves from the mortal world and isolating them in Frigia, in the distant reaches of Fairy.

### Feared Antagonists of Folklore

Since their banishment from Dolmenwood 850 years ago, frost elves have faded, in the minds of the common people of the Wood, into the realm of folklore. Their presence there, however, is significant: they typically feature as an ancient evil that threatens to overrun the Wood once more. Snows and cold winters are feared as augurs of the Cold Prince's return to the mortal world.



### Cruel and Mistrustful

Frost elves are cruel and malevolent, like the bitter frosts of deep winter, delighting in the agony of others. Their exile has made them utterly insular and trusting only of their own kind. They view themselves as superior to all mortals and to most other fairies (having only a modicum of respect for the nobles of other fairy kingdoms).

### Magic of Frost and Ice

Like all fairies, frost elves have innate power that mortals regard as magic. Their frigid, otherworldly beauty and silvery words are as perilous as their ice-blades. Above all, frost elves are masters of cold, ice, snow, and frost—they can chill or freeze living things by touch, they can conjure blades or missiles of ice from thin air, and they can walk upon snow-clad ground without trace. The Cold Prince himself has such dominion over the frigid element that he could, of old, defy the natural cycle of the seasons and keep the whole of Dolmenwood locked in eternal winter.

## THE FROST ELVES' SCHEMES

### Locate Secret Paths into Dolmenwood

A number of the Cold Prince's most trusted servants wander Fairy, seeking hidden routes that would allow quick access to Dolmenwood. A few paths into the Wood have been located, but none are expedient.

### Destroy the Ring of Chell

The Cold Prince's immortal mind is consumed with breaking the ward of Chell and reclaiming his dominion over Dolmenwood. Those few frost elves who find their way, through secret paths, into Dolmenwood are charged to investigate the warding ring and to spy on its wardens, the Drune. They seek knowledge of any vulnerabilities of the ward and of any moral weakness in the Drune, employing magic and bribery to tempt mortals to aid them.

### Alliance With Another Fairy Noble

For the most part, the fairy nobles who have dealings with Dolmenwood (see p30) have no nostalgia for the days of the Cold Prince's dominion and are thus reluctant to treat with him. Nonetheless, a potential alliance—if one could be achieved—could be highly beneficial for the Prince, opening possible paths into Dolmenwood via the ally's domain. The most promising candidate for such an alliance is the Lady of Midnight, who rules the eternally beleaguered city of Tainglass.





## ENCLAVES OF THE FROST ELVES

**The Embassy at the Falls of Naon (0504):** By ancient, uncircumventable decree, the Cold Prince's embassy to mortal folk was excluded from the ban of Chell. It thus remains in the mortal world as the only foothold of the Prince within Dolmenwood. Despite its presence in the Wood, the ambassador (pXXX) and his retinue are utterly impotent and reduced to a decadent mockery of their former majesty. The Drune carefully guard this site, ensuring that no frost elf may come or go.

**The Ruins of Hoarblight Keep (0505):** The seat of the Cold Prince's dominion in Dolmenwood, of old. If his schemes to destroy the Ring of Chell and reopen the fairy gates to Frigia were to succeed, his armies would attempt to reclaim the ruined keep and reinstate the fairy court there.

## TODO: Illustration



## MEMBERS AND ORGANISATION

### The Cold Prince

Lord of the frost elves since time immemorial, the Cold Prince is a fairy of the ancient days, and wields power alike to a godling.

### Frost Elf Nobles

The courtiers, counsellors, and kin of the Cold Prince are mighty fairies in their own right. As is the way with mortal and fairy alike, their ranks are riddled with traitors, sycophants, and rivals. Of those whom the Prince can truly trust, many have been sent abroad to find routes into Dolmenwood, and the few who have been successful may be encountered there.

### Soldiery

The Cold Prince keeps a formidable army of highly trained foot soldiers and cavalry. These are, of course, confined to the realm of Frigia, for the time being, but are primed to launch into full scale war on Dolmenwood, should the time come.

## THE AMBASSADOR

An exceptionally tall, brittle-framed frost elf with hair like frozen cobwebs and eyes of iridescent blue. Dresses in high courtly garb—with full, three-tiered, powdered wigs—at all times. The ambassador's name (translated into Woldish) is Spring's-Habitude-Vanquished, though all refer to him as "Your Excellency".

**Demeanour (Neutral):** Professionally cold, suspicious, and condescending. Childish glee at the prospect of talking with outsiders.

**Speech:** Rigid courtly form, interspersed with exuberant giggling. Lectures obsessively on heraldry. Woldish, High Elfish, Caprice, Old Woldish.

**Desires:** An end to his vigil. Fresh supplies of fairy foods. Maps or legendaria relating to the kings of the seas.

**Possessions:** The ambassador carries upon a chain around his neck the *ring of evermore*, crafted of fairy silver and crowned with a pale ruby. One who wears the ring becomes invisible and is able to pause the flow of time in the mortal world for up to five minutes per day. Use of the ring's power is perilous: each use of the time stop ability requires a **save versus death** to prevent permanent insanity (fairies gain a +2 bonus to the save).

**Servants:** A small, lonesome retinue of six ambassadorial aides, three chefs, three butlers, and four maids.

**Location:** The embassy at the Falls of Naon (hex 0504).

**Combat stats:** Elf courtier (DMB).

## FROST ELF NAMES

d20	Male	Female
1	Bearded-With-Rime	Blackened-and-Bitter
2	Bitter-Dusk's-Hallow	Blood-on-the-Lip
3	Black-Rime-and-Frostbite	Candle's-Last-Gasp
4	Cold-Stroke-of-Midnight	Churned-and-Curdled
5	Flurry-and-Fleet	Dawn's-Feeble-Gleaming
6	Heart-of-Ice	Frost-Dust-Shadow
7	Hearth's-Bitter-Gloaming	Frosted-and-Flawless
8	Howling-Wind's-Waltz	Frosted-Night's-Breath
9	Mantle-of-Snowdrifts	Frozen-in-Lace
10	Never-Be-Borrowed	Hawthorn-and-Thistledown
11	Plum-Frost-and-Medlars	Ice-Cap-and-Fox-Gown
12	Sleet-Under-Foot	Raven's-Cold-Call
13	Splendour-of-Morrow	Shards-of-Dusk-Mirror
14	Spring's-Wilting-of-Heart	Shivers-Entwined
15	Stark-Raving-Sorrow	Snowfall-at-Dusk
16	Sunbeam's-Last-Breath	Stars'-Breath-Splintered
17	Thankless-and-Spry	Time's-Slow-Ague
18	Thaw-Never-Comes	Tip-of-the-Hat
19	Weeps-Until-Morning	Twine-for-the-May-Ball
20	Woken-too-Early	Willow's-Slow-Freezing

**Frost elf names:** Like other elves, frost elves enjoy being addressed by curious epithets hinting at their names in the tongues of Fairy (which they never reveal to mortals).

TODO: NPC portrait



## THE COLD PRINCE

A fairy lord of ancient provenance, among the mightiest and wickedest of all fairies. The Cold Prince is a tall, lithe frost elf with pale blue, hoar-crusted skin, angular features, and wan eyes lined with shimmering red light. He dresses in kingly robes of snow-white fur, with a ruff of blue feathers. In the centuries of his banishment from Dolmenwood, the Cold Prince's wrath has only waxed—his mind burns with an obsessive malice directed toward the mortals of Dolmenwood.

**Demeanour (Chaotic):** Cruel, disciplinarian tyrant. All his deeds blaze with a volatile fury and malevolent genius.

**Speech:** Like the grinding and cracking of ice. Malevolent sneering, maniacally mocking laughter. Woldish, the Immortal tongue of Fairy, High Elfish, Sylvan, Old Woldish, Caprice.

**Desires:** The Cold Prince's immortal mind is consumed with but a single goal: break the ward of Chell and reclaim his dominion over Dolmenwood. See *The Frost Elves' Schemes*, p56.

**Possessions:** The *royal crown of Frigia*, a cluster of 17 primal ice crystals melded into his skull—each crystal is valued at 5,000gp, if extracted. The *Rimeblade* (see **Combat Stats**), *staff of mortality* (see **Combat Stats**).

**Family:** Five wives, innumerable children sired over countless aeons. His estranged seventeenth daughter, Princess Snowfall-at-Dusk, is kept imprisoned in a tower in a remote region of Frigia.

**Servants:** Countless courtiers, counsellors, and noble kin. A vast household of servants, cooks, tailors, coiffeurs, court musicians, librarians, groundsmen, and so forth. A formidable army, primed for war on the mortal world.

**Location:** The ice-palace Ruvanaith, hidden in mountain valley in the fairy domain of Frigia (see pXXX).

TODO: Illustration

TODO: NPC portrait

### Combat Stats

**AC** 0 [19] **HD** 18\*\*\*\*\* (100hp) **Att** 1 × *Rimeblade* (1d8+3, +3 to attack rolls) or 1 × *staff of mortality* (1d6 + ageing) or 1 × touch (freezing) or magic **THACO** 7 [+12] **MV** 120' (40') **SV** D2 W2 P2 B2 S2 (36) **ML** 10 **AL** Chaotic **XP** 9,050

**Awful presence:** All who behold the Cold Prince must **save versus spells** or be subject to one of the following effects (as the Prince wishes): charmed (per *charm monster*), terrified (flee for 2 turns), or driven permanently insane. Beings of equal stature (e.g. other fairy nobles or beings of godling status) are immune.

**Aura of frost:** Any in melee with the Cold Prince suffer 1d8 damage per round.

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Cold immunity:** Unharmed by cold-based attacks.

**The Rimeblade:** A long sword of ensorcelled ice (+3 enchantment), shimmering with an aura of dancing blue sparks. The sword can conjure up to 5 magic missiles of ice per day. Instead of making a melee attack, one or more of the missiles can be fired at a target within 150', each missile inflicting 1d6+1 damage. The missiles hit automatically, without an attack roll or saving throw.

**Staff of mortality:** A staff of frigid bone, carved with the lamenting visages of mortal folk. A mortal who touches or is struck by the staff is ravaged by the accelerated passage of time, permanently losing 1d4 points of CON. If reduced to 0 CON, the victim dies of old age and cannot be raised from the dead by any means short of a wish.

**Freezing touch:** The victim must **save versus paralysis** or be turned into a statue of ice. (Magic such as *stone to flesh* can restore frozen victims.)

**Magic:** The Cold Prince can cast the following spells without limit: *detect magic*, *sleep*, *detect evil*, *invisibility*, *dispel magic*. Additionally, he may cast each of the following spells once per day: *wall of ice*, *teleport*, *anti-magic shell*, *death spell*.



# Goat-Lords

The goatish noble houses which have ruled the High Wold since ancient times.

## FACTION OVERVIEW

### Houses Ramius, Murkin, and Malbleat

Three goatish nobles currently rule over large portions of the High Wold: the powerful and respected Lord Ramius, the belligerent Lord Murkin, and the sadistic Lord Malbleat.

### Earliest Mortals in Dolmenwood

The origins of the race of goatfolk are lost in antiquity. They have lived in the environs of Dolmenwood for as long as any records show, and were the first race of mortals to dwell under the forest's frost-rimed boughs, in ancient days when the Cold Prince ruled supreme.

### Ancient Nobility

The goat-lords hold their distant forebears to be those bold few longhorns who ventured into the ice-clad courts of the Cold Prince and pledged him their fealty, desiring the elevation of their own kind. These early days among the high-born of Fairy instilled in the longhorns a love of all that is noble, a proclivity which drives them to this day.

### Age-Old Enemies of the Drune

Following the betrayal of the Drune by the female longhorn Hraigl, some 1,500 years ago (see *History*, p16), a bitter hatred between Drune and goatfolk has smouldered.

### Sorcerous Blood

In addition to their political might, longhorns possess a degree of sorcerous power, surmised to be derived from their ancient dealings with the Cold Prince. The gaze of the goat-lords is greatly feared among the ranks of human aristocracy. It is common for petty lords to enlist sorcerous aid when required to attend the court of a goat-lord.

### In the Service of the Duchy

For many centuries, the goat-lords have been counted among the noble houses loyal to the Duke of Brackenwold, ruling the High Wold side by side with humans. Inter-marriage between goatish and human nobles is not unheard of in the High Wold, though the offspring of such unions are usually feeble-minded.

### Notionally Worship the One True God

The goat-lords and their subjects are notionally aligned with the Church, though in truth their loyalty is born out of political convenience, rather than devotion. It is sometimes noted that the feeling may be mutual—no goatfolk saints exist within the pantheon of the blessed.

### Obstinately Patriarchal

Despite tracing their origins to their vaunted female ancestor Hraigl (see *History*, p16), longhorn nobility is strictly patriarchal. No goatfolk house has ever had a female head.

### Lord Murkin's Aggressions

Lord Murkin has eyes on the lands of his southerly neighbour—the human House Nodlock—and is amassing troops near the border. Only the protection of Lord Ramius (whom Lord Nodlock is a lackey of) prevents outright war.

### House Ramius Divided

Twenty-two years ago, unearthed genealogical documents purportedly revealed Lord Malbleat as the rightful head of House Ramius, through his mother's line. Lord Ramius' interpretation of the documents naturally differed, and a feud ensued, growing quickly to violence. Baron Hogwarsh (then a mere youth) intervened, ruling that the lands of House Ramius should be divided. Malbleat was granted the eastern portion and Ramius the western.

## THE GOAT-LORDS' SCHEMES

### Vanquish Rival Goat-Lords

The goat-lords are greatly occupied with bitter in-fighting, with petty familial rivalries amplified to blood-feud and vendetta. Each goat-lord wishes to achieve dominance over his kin, whether by political subjugation, warfare, or sorcery. The goat-lords' scheming to outdo one another largely hinders the advancement of their shared goals.

### Maintain Lordship of the High Wold

At many points in history has an imperious human noble of one kind or another emerged to challenge the goat-lords' right to dominion in the High Wold. Always have the tenacious goat-lords prevailed, but the risk of outside meddling in the tradition of goat-rulership in the region remains.

### Extend Goat-Country Southwards

Collectively, but primarily as individuals, the goat-lords seek to reverse the trend of the gradual human domination of the High Wold and extend their rule further south. Each of the goat-lords has his eye on the courts of High-Hankle and the throne of the foolish Baron Hogwarsh.

### Destroy the Drune

The goat-lords hate the Drune for their power and arrogance, and covet the lands of Dwelmfurgh which the sorcerers rule. They seek to eradicate the Drune from the High Wold and, ideally, from the whole of Dolmenwood.





## ENCLAVES OF THE GOAT-LORDS

**Kolstoke Keep (0208):** Seat of Lord Murkin, a longhorn/human hybrid driven by his hatred of Lords Ramius and Malbleat.

**Garnack's Tower (0309):** Home of the obese longhorn Garnack the Horse, a longhorn hedge knight who hires out the services of his troops to the highest bidder.

**The Hamlet of Galblight (0409):** A community of short-horns, ruled over by Cabruc the Crowner, servant of Lord Ramius.

**Castle Everdusk (0410):** Home of Lord Ramius, most powerful of the goat-lords.

**Redwraith Manor (0709):** Home of Ramius' half-brother, Lord Malbleat, who rules over the eastern reach of the High Wold, as far as Dreg.

**The Hamlet of Shagsend (0708):** A fortified community of shorthorns, ruled over by Hoblewort the sorcerer, servant of Lord Malbleat.

**The Town of Lankshorn (0710):** A human market town located a few miles to the south of Redwraith Manor. Lankshorn is firmly under the control of Lord Malbleat, who makes frequent visits.

**The Village of Dreg (1110):** A human fishing village and trading port at the far eastern extent of Lord Malbleat's domain. It is a well-known reality in Dreg that Madame Shantywood (ruler of the independent Shantywood Isle) has more political clout here than Lord Malbleat or the Berkmaster.

TODO: Illustration



TODO Illustration

## MEMBERS AND ORGANISATION

### Goat-Lords

The goat-lords themselves—Lords Malbleat, Murkin, and Ramius—longhorns of ancient stock, proud and arrogant.

### Longhorns

The goatish elite, consisting of the longhorn courtiers and knights under the command of the goat-lords.

### Shorthorns

Members of the goatfolk serving class fill the roles of household servants, cooks, messengers, groundskeepers, hunters, guards, and soldiers.

## GOATISH NAMES

d20	Male	Female	Surname
1	Addle	Berrild	Blathergripe
2	Aele	Clover	Bluegouge
3	Blocke	Crewwin	Bockburrough
4	Braembel	Draed	Bockstump
5	Broob	Ellip	Elbowgen
6	Crump	Fannigrew	Forlocke
7	Curlip	Frاندorup	Hwodlow
8	Eleye	Grendilore	Lankshorn
9	Grennigore	Grewigg	Lockehorn
10	Gripe	Gwendl	Longbeard
11	Hrannick	Hildrup	Longshanks
12	Lope	Hraigl	Shankwold
13	Mashker	Hwendl	Smallbuck
14	Shadgore	Hwoldrup	Snicklebock
15	Shadwell	Lindor	Snidebleat
16	Shadwicke	Maybel	Snoode
17	Shank	Merrild	Underbleat
18	Snerd	Myrkle	Underbuck
19	Snerg	Nannigrew	Wolder
20	Windor	Pettigrew	Woldleap

## LORD GRYPHIUS MALBLEAT

A mature longhorn aristocrat of noble, philosophical air. Malbleat is tall (almost 7'), graceful, slender, and has black fur with a silver nose. Dresses in noble silks, with a fashionable neck ruff. Renowned for his love of poetry and his elegance in the ballroom. Dabbles in matters occult.

**Demeanour (Chaotic):** Refined aesthete, sadist. Delights in humiliating humans. Has a habit of smiling at uncomfortably inappropriate junctures.

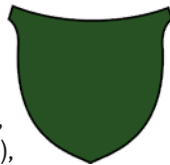
**Speech:** Silver-tongued, eminently reasonable. Woldish, Caprice, Gaffe, Old Woldish.

**Desires:** To depose Lord Ramius, whom he envies and connives against. To continue cultivating the favour of Baron Hogwarsh. To unlock the arcane secrets of his semi-mythical, sorcerous ancestor Lord Gnarlgruff.

**Possessions:** An extensive occult library, including a tome, bound in human skin, which contains the trapped soul of a necromancer. One who gains a familiarity with the tome can command the spirit to cast a *geas* spell once per week.

**Family:** Seven wives (two goat-women and five humans). Malbleat is the younger half-brother (to different mothers) of Lord Ramius.

**Servants:** A coterie of alchemists and minor sorcerers. Two great black hounds. Groundsmen, cooks, butlers, etc., including a number of magically charmed human serv-



ants. A small soldiery of shorthorns. Malbleat has the ear of Father Dobey, the vicar of Lankshorn (see pXXX).

**Location:** Redwraith Manor (hex 0709)—an erstwhile hunting lodge now converted into a manor.

**Combat stats:** Longhorn (DMB). Malbleat is a sorcerer of some small talent, and has *protection from evil* and *sleep* memorized.



## LORD SIMEONE MURKIN



A middle-aged half-goat, the only child of his deceased father. Murkin is auburn-haired, squat, and pot-bellied. He is of largely human appearance but for his prodigious chin-locks and one goat-like eye. Habitually clad in ill-fitting armour with a penchant for billowing silk neckchiefs.

**Demeanour (Chaotic):** Pompously regal. Cruel temper driven by insecurity about not being a “proper goat-lord”. Affected bleating.

**Speech:** Nasal and condescending. Woldish, Caprice, Gaffe.

**Desires:** To imprison those responsible for the revolt brewing in his domain. To conquer House Nodlock and take Nodding Castle for himself. To undermine Lord Malbleat and Lord Ramius, bring about their painful and excruciating deaths, and rule all of goat-country.

**Possessions:** The *sword of Kolstoke*—a huge two-handed sword (+2/+4 versus fairies) whose hilt is inlaid with black opals. The sword is said to have been used in the wars against the Cold Prince.

**Family:** Murkin’s ill-fated longhorn father (the previous Lord Murkin) fell in love with a human woman and died after siring but a single child. His mother, now in her seventies, is imprisoned in the dungeons of Kolstoke Keep, after contradicting her son’s word one time too many.



**Servants:** A retinue of 12 longhorn knights known as “the Horns of Kolstoke”. A small but strengthening body of troops (in hex 0109). Groundsmen, cooks, butlers, etc.

**Location:** Kolstoke Keep (hex 0208).

**Combat stats:** Noble (OSE).

## LORD SHADGORE RAMIUS



A venerable longhorn nobleman with snow-white fur, yellow eyes with red pupils, and a curly beard down to his ample belly. Ramius dresses in regal robes embroidered with thorned roses and wears a curious gold medallion in the shape of “thorned eye” that is the coat-of-arms of his house.

**Demeanour (Neutral):** Cold, shrewd. Disdainful of social mores. Brilliant strategist and a wise ruler. Red pupils enlarge and contract when he is displeased.

**Speech:** Sweet rasping, well-considered. Woldish, Caprice, Gaffe, Old Woldish, basic Sylvan.

**Desires:** To keep Lord Malbleat in check by playing the Drune against him. To cultivate the trust of the Duke of Brackenwold and be granted the barony of the High Wold, supplanting the reckless Baron Hogwarsh. To enslave the monster known as the Bicorné (hex 0510) and use it as a beast of war.

**Possessions:** A crown of midnight pine known as the *Dark-Bound Wreath*. One who wears the crown can cast *darkness* thrice per day and can harm mortals by striking at their shadows.

**Family:** Widower with three sons and four daughters. Ramius is the elder half-brother (to different mothers) of Lord Malbleat.



**Servants:** A standing army of shorthorns and humans, commanded by his sons (longhorn knights). Groundsmen, cooks, butlers, etc.

**Location:** Castle Everdusk (hex 0410)—ancestral home of House Ramius (and of Lord Malbleat).

**Combat stats:** Longhorn (DMB).



# Human Nobility

The Duke of Brackenwold and the noble houses which rule all of Dolmenwood.

## FACTION OVERVIEW

### House Brackenwold and Its Vassals

The entirety of Dolmenwood—along with the lands to the south, east, and west—falls under the dominion of the Duke of Brackenwold. Certain regions of the Wood fall within the traditional domains of one of the noble houses, that swear fealty to the duke: the human houses Guillefer, Harrowmoor, Hogwarsh, Nodlock, and Mulbreck (discussed here) and the longhorn houses Malbleat, Murkin, and Ramius (see *Goat-Lords*, p60).

### Supplanted Earlier Folk of Dolmenwood

The noble houses of Dolmenwood and the common folk who serve them migrated to Dolmenwood from a land to the southeast some 1,200 years ago (see *History*, p16). A highly organised and militaristic people, they quickly supplanted the rustic folk who had inhabited Dolmenwood before them, replacing pagan worship with their monotheistic faith—the Church of the One True God (see p48).

### The Dreaming Nobles of House Guillefer

The nobles of House Guillefer share rulership on a sporadically rotating basis. Those who are off-duty spend their days in enchanted slumber, dallying for years and decades in the lands of dream. Even when awake, they are dreamy and aloof, favouring poetry and quiet contemplation over politics and intrigue. It takes much to move them to action.

It is thus that the villages within their domain have drifted out of their control. The Drune control Odd (hex 1403), Ygraine rules Meagre's Reach (hex 1703), and Blackeswell (hex 1604) is high-forgotten and virtually independent.

### House Harrowmoor Harried by Atanuwë

The northernmost lands of House Harrowmoor sit now within the accursed Nagwood—the festering dominion of beast Atanuwë. The wicked servants of Atanuwë have recently begun to venture ever further afield, with skirmishes occurring in the woods close to Harrowmoor Keep and the town of Prigwort. Lady Harrowmoor is overseeing the establishment of a fortified garrison in Prigwort, as a precaution against the war she fears is brewing.

### The Lax Rule of Baron Hogwarsh

Under the rule of the current Baron Hogwarsh, the Barony of the High Wold is growing wild and lawless. The roadways are no longer safe and local people whisper fearfully of war brewing among the goat-lords.

### Fungal Deterioration of House Mulbreck

Formerly a Lady of upstanding morals and loyal ally of the duke, Lady Mulbreck is now a recluse. Within the decaying walls of her chateau, her family hides an unsettling secret: they are addicted to psychedelic fungus that riddles their home, addling their minds and infiltrating their bodies. Lord Mulbreck, believed dead by the outside world, is secretly imprisoned in the dungeons—now a fungus-riddled monstrosity.

### Lord Nodlock a Lackey of Lord Ramius

Ruler of a small dominion sandwiched between the larger realms of the goat-lords Murkin and Ramius, the cowardly Lord Nodlock has become embroiled in their rivalry. His grovelling at the feet of Lord Ramius is all that saves his realm from attack by Lord Murkin.

## THE HUMAN NOBILITY'S SCHEMES

### Maintain Lordship of Dolmenwood

The political machinery of the duchy has one primary aim: to maintain (and ideally expand) its dominion. To this end, borders are fortified, revolutions and political intrigues are stifled, and enemies are dispatched.

### Expel the Nag-Lord

The beast Atanuwë has long been a thorn in the side of the Dukes of Brackenwold, with its unlicensed occupation of the northern Wood. The harrying of mid-Dolmenwood by Atanuwë's forces, in recent years, has inspired Duke Thespian's ire and increased his sense of urgency to act.

### Reclaim the Wild Lands to the North

The haunted and disputed lands beyond Dolmenwood—the Table Downs and the Northern Scratch—never fell within the dominion of the Duchy, but have always lingered on its periphery, like delectable pastries just out of arm's reach. Many a duke has laid plans to claim them.

### Root Out the Drune

Once allied against the Cold Prince (see *History*, p16), the uneasy affiliation between the Drune and the duchy has soured to a truce and, in the last century, putrefied into outright animosity. The Church—ever zealous in its hostility toward other sects—is behind this gradual drift in attitude among the Dukes, but the sentiment is cemented in Duke Thespian's heart: the Drune are idolaters and their clawing after power in Dolmenwood must be halted.





## ENCLAVES OF THE HUMAN NOBILITY

**Nodding Castle (0210):** A moated keep that is the home of Lord Nodlock.

**The Town of High-Hankle (0512):** Capital of the High Wold and seat of Baron Hogwarsh.

**Fort Vulgar (0604):** A fortified outpost overlooking the shores of Lake Longmere. Ruled by Sir Osric the Gaunt—vassal of the duke.

**Derodand Manor (0704):** A secluded manor in the deep woods, on the borders of the corrupted Nagwood. Home of Lady Haeroth, great-aunt of Lady Harrowmoor.

**The Hamlet of Swinescombe (0912):** A small swine-herding community on the southern edge of Dolmenwood, within the domain of Baron Hogwarsh.

**Harrowmoor Keep (1105):** A fortified castle atop the cliffs of the Groaning Loch. Seat of House Harrowmoor.

**The Town of Prigwort (1106):** Famed brewing town, under the protection and rule of Lady Harrowmoor.

**The Woodcutters' Encampment (1109):** Rustic village of woods-folk, under the rule of House Mulbreck, via their representative, the Oistace.

**Bogwitt Manor (1210):** An ornate but decaying chateau, home of Lady Mulbreck.

**Hall of Sleep (1304):** The dreamy, red-wood manor of House Guillefer.

**The City of Castle Brackenwold (1508):** Capital of the Duchy of Brackenwold and seat of the duke.

**The Village of Blackeswell (1604):** Nigh-forgotten village of once-prosperous traders deep in the fungal woods of Mulchgrove. Though notionally ruled by House Guillefer, the nobles of that house pay no attention to Blackeswell.

TODO: Illustration



## MEMBERS AND ORGANISATION

All inhabitants of Dolmenwood are regarded as subjects of the duke, thus the membership of this faction is, in theory, vast. In practice, however, not all beings that creep beneath the forest's eaves care one whit for the word of Duke Thespian III. The following people and groups represent the practical membership of this faction.

### Noble Houses

The heads of the noble houses, their extended families, servants, and private soldieries.

### Knights

Each noble house (naturally including the ducal house Brackenwold) is served by a number of knights, themselves regarded as members of the lower nobility.

### Soldiery

The armies of the duchy are sizeable and well-disciplined. The duke's longbowmen have especial renown.

### Peasant Militias

The decree of the duke or his vassals is to be obeyed unquestioningly by any of his subjects. Should the need arise, the ducal army could be swiftly doubled in size by conscripting able folk from among the peasantry.

## DUKE THESPIAN III OF BRACKENWOLD



A troubled man of 60 years, worn down by a life of discretion and statecraft. Dresses in robes of deep blue and exquisitely embroidered tunics. Wears a neatly trimmed beard and a golden crown bedecked with rubies and shards of unicorn horn. The duke lives in the shadow of the great deeds of his father, Duke Argibald IV, a beloved military leader of who died serving the Church in its distant wars.

**Demeanour (Lawful):** Even-tempered, magnanimous, stern, carefully elegant. Perpetually furrows his brow.

**Speech:** Measured, sonorous. Woldish, Old Woldish, Caprice, Liturgic.

**Desires:** To earn renown to rival his father's. To be the duke who brings the uncivilised lands to the north of Dolmenwood under the wing of the duchy. To retire to a life of hunting, away from courtly intrigue. To see his deceased daughter Persimone once more.

**Possessions:** The *amulet of St Faxis* (kept hidden on his person)—a silver, hand-shaped amulet that grants a +2 bonus to all saving throws and the ability to activate an *anti-magic shell* (per the magic-user spell) once per day. The *armour of king Hadryg*—an heirloom suit of *plate mail* +3.

**Family:** Three sons, five daughters (the eldest, Persimone, is deceased—she was sacrificed to the entity in the Oublette, see **p92**). Elderly mother, the Dowager Duchess.

## NOBLE / KNIGHTLY NAMES

d20	Male	Female	Surname
1	Afton	Abygail	Albrime
2	Albrith	Adelais	Baldericke
3	Arthur	Alienor	Brackenwold
4	Brandon	Amandine	Elfrit
5	Charle	Augustina	Flechette
6	Dacre	Bethany	Guillefer
7	Edwin	Emelda	Haereth
8	Erick	Esther	Harrowmoor
9	Francois	Grace	Highgrime
10	Gawain	Lisabeth	Hogwarsh
11	Gondyw	Lucia	Ladrigham
12	Jospher	Olivia	Mulbreck
13	Lyredon	Persephone	Nodlock
14	Medigord	Persimone	Offceter
15	Nash	Primace	Snape
16	Pieter	Roose	Symeswitt
17	Treeve	Sortia	Twinsor
18	Trevyn	Theodora	Underlow
19	Waylord	Therese	Waldermost
20	Wynne	Wilhemina	Woldeleigh



**Servants:** A standing army, two dozen knights, a dozen personal guards, a court wizard (Paglimon the Perspicacious), groundsmen, cooks, butlers, librarians, scribes, etc.

**Location:** Castle Brackenwold (hex 1508).

**Combat stats:** Noble (*OSE*).



## DUCHESS OPHELIA OF BRACKENWOLD



A tall, unceasingly elegant woman in her mid-fifties, with a narrow jaw and long black hair. Dresses in robes of pale violet, dotted with pearls. Wears a silver crown adorned with leaf-shaped sapphires. The duchess was adopted into the Brackenwold family as a young child, brought back from a distant land by the elder Duke Brackenwold, her noble family slain in the wars waged by the Church.

**Demeanour (Lawful):** Demure, but with a calculating wit and a fierce temper (seldom seen). Artful—uses deception, flattery, and seduction to get others to reveal their hand. Brushes the air with her fingertips as she speaks.

**Speech:** Clear soprano, careful enunciation. Woldish, Old Woldish, Liturgic.

**Desires:** To visit the land of her birth in times of peace. Yearns to unravel the mystery around the death of her eldest daughter, Persimone. (The duchess is not privy to her true fate as a sacrifice to the entity in the Oubliette, see *p92*.)

**Possessions:** The *shieldmaiden's ring*—an obsidian-studded ring of platinum that grants the ability, once per day, to conjure a terrible, four-armed angelic being of shining steel (stats as bone golem—*OSE*) to serve for 6 turns.

**Family:** Three sons, five daughters (the eldest of whom, Persimone, is deceased—she was sacrificed to the entity in the Oubliette, see *p92*).



**Servants:** A trio of female knights who serve her alone. Secretaries, ladies-in-waiting, handmaids, etc. Holds the **Bishop of Brackenwold** (*p51*) in her sway, tempering his zealous hatred of the witches.

**Location:** Castle Brackenwold (hex 1508).

**Combat stats:** Noble (*OSE*).

## LORD EDWIN GUILLEFER



A slight man, with lank blond hair, a mousy moustache, and a dusty, greyish complexion. Apparently in his thirties, he was actually born nigh 200 years ago—like all of his family, he has spent the majority of his adult life in magical slumber. Guillefer, a poet and harpist, is a friend of **Ygraine the Sorceress** (*pXXX*). He remains untroubled by the waxing of the Nag-Lord's influence in Dolmenwood, to the consternation of his neighbour, **Lady Harrowmoor** (*p68*).

**Demeanour (Neutral):** Contemplative, aloof, naive. Kind-hearted but absorbed in his artistic pursuits, with little interest in the troubles of the world.

**Speech:** Slow lilting, with frequent contemplative pauses. Favours old-fashioned turns of phrase. Woldish, Old Woldish, Liturgic.

**Desires:** To be left in peace. To visit the fabled fairy courts of the **Duke Who Cherishes Dreams** (*p31*), whom he has met in the dreamlands of his deep slumber.

**Possessions:** The *harp of Lady Silver-So-Mirrored*—a fairy relic which, when played with skill, conjures low clouds and melancholic drizzle.

**Family:** Eleven sleeping relatives, including his wife and parents.



**Servants:** A small guards (known as sleep-wardens), advisors who deal with the quotidian dealings of the House, groundsmen, cooks, butlers, librarians, etc. **Sadewyn Gallbucket** (*p75*), a witch high-priestesses, is in the employ of House Guillefer, in the guise of a lady's maid.

**Location:** The Hall of Sleep (hex 1304).

**Combat stats:** Noble (*OSE*).



## LADY THEATRICE HARROWMOOR



A towering, ungainly woman in her mid-30s, with sumptuous black locks and eyes of cool grey. Dresses in white, vaguely clerical robes. Lady Harrowmoor is possessed of a great mind and is a renowned expert on the history of Dolmenwood. She thrives on quiet and solitude, but may offer hospitality to intellectuals, academics, or those of poetic spirit. All her thoughts are currently preoccupied by the recent disappearance of her daughter Violet (see hex 0906).

**Demeanour (Lawful):** Forbidding intellectual, pious and even-handed ruler. Her passionate side is revealed when discussing matters of history, religion, or politics.

**Speech:** Punctilious, dwells on the abstract. Woldish, Old Woldish, Liturgic, Caprice, surprisingly eloquent Sylvan.

**Desires:** The return of her missing daughter, Violet. To brace the defences of mid-Dolmenwood against the coming of the Nag-Lord.

**Reward:** 1,000gp for the safe return of her daughter.

**Possessions:** The *pipe of the Forroth*—a long, wooden flute whose lilting tones can summon a telepathic, jelly-like entity from the depths of the Groaning Loch (see hex 1105). Communion with the entity can reveal secrets, but is perilous. (Lady Harrowmoor has resisted the temptation of communing with the Forroth on the matter of her missing daughter, but is coming close to doing so.)



**Family:** Husband. Three children, aged 6–12. (The youngest, Violet, is missing.) Elderly grandfather—the old Lord Harrowmoor—in his dotage.

**Servants:** 6 knights, a small personal guard, groundsmen, cooks, butlers, librarians, etc. A profusion of cats.

**Location:** Harrowmoor Keep (hex 1105).

**Combat stats:** Noble (OSE).

## BARON SAGEWINE HOGWARSH



A lithe, dashing man in his mid-thirties, with a head of wayward golden ringlets and a neatly trimmed beard. Dresses in purple silk pantaloons and salmon doublets, with a fashionable neck ruff. Hogwarsh inherited lordship of the High Wold as a callow youth, following the untimely death of his father in a fencing mishap. He is known for his lax attitude to the law, being more interested in wine and debauchery than in the maintenance of order. He is friend of the goat-lord **Malbleat** (p62), who shares his taste for carousing.

**Demeanour (Neutral):** Amoral, hedonistic, self-centred, and utterly vain. Dismisses dissent with an arched brow and a charming smirk. Has a weakness for flattery and beautiful women.

**Speech:** Eloquent, chummy, laced with contemporary slang. Woldish, Old Woldish, Caprice, rusty Liturgic.

**Desires:** To recover the *Hanglehorn*—a lost heirloom of his house that was stolen by the infamous robber Dewidort of Smerne (see hex XXXX). To be recognised for his (genuine) skills as a composer and fencer.

**Family:** Doting mother, the dowager baroness, who resides with him in Castle Perigonne. Younger brother, the timorous Walter. A wide assortment of lovers, beaus, and fiancées—but no wife.



**Servants:** Advisors, thugs, and assassins who do his bidding in secret. A standing army, a small personal guard, groundsmen, cooks, butlers, librarians, etc.

**Location:** Castle Perigonne, in High-Hankle (hex 0512).

**Combat stats:** Noble (OSE).



## LADY PULSEPHINE MULBRECK



A voluptuous noblewoman of 50 years old, with cascades of fastidiously curled silver hair and an awkward, slightly hunched posture. Lady Mulbreck—in addition to her husband and four of their eight sons—is addicted to the weird fungus that infests her home. Mycelia spread insidiously through her body, visible as a fine, violet lacework just beneath her skin.

**Demeanour (Neutral):** Sharp wit, piercing intelligence, remorseless cunning. The fungus that addles her mind has inflamed her appetites and eaten away at her conscience. (In former times, Lady Mulbreck was lawful.)

**Speech:** Sweet drivel, indignant roaring. Punctuated with fits of dry coughing. Woldish, Old Woldish, Liturgic.

**Desires:** To keep the fate of Lord Mulbreck utterly secret, in order to maintain her indulgent rule (she has essentially imprisoned him within her dungeons). To maintain control of the Falls of Nyf (hex 1112). Would pay 300gp for one of the moss-covered corpses from the caves at the Falls—discreetly delivered—which she covets as a delicacy.

**Possessions:** The *crown of Bogwitt* (locked in a concealed safe in her manor)—a gold circlet studded with purple tourmaline (worth 8,000gp).

**Family:** Her husband, Lord Mulbreck, imprisoned in the cellars of Bogwitt Manor, reduced by the fungal infestation to a bloated, lumbering monster. Eight sons, born as sets of identical twins.



**Servants:** A small guard, wardens at the Falls of Nyf (hex 1112), groundsmen, cooks, butlers, librarians, etc.

**Location:** Bogwitt Manor (hex 1210).

**Combat stats:** Noble (OSE).

## LORD HARALD NODLOCK



A slovenly man in his mid-fifties, of prodigious girth and balding pate. Hunched and dishevelled beneath the weight of a heavy rust-red robe (which appears to be a hastily unhung tapestry) slung over his shoulders. Bulbous, goggling eyes stare quizzically. Though he would never admit it, Nodlock is a lackey of Lord Ramius (p63).

**Demeanour (Neutral):** Presents himself as battle-hardened and iron-willed, but is a coward and has never seen combat. Drunk at almost any time of day. Flies into a rage at any mention of his neighbour, the goat-lord Murkin (p63), who threatens Nodlock's northern border.

**Speech:** Gruff drawl, accompanied with frequent belching and spittle spray. (It is advisable not to sit too close to Lord Nodlock when he speaks.) Woldish, Old Woldish.

**Desires:** Nodlock is a simple man: he desires little beyond fine wine, fine food, and fine women, spiced with the occasional amusing execution.

**Possessions:** The *rod of the wyrd*—a melodramatically named heirloom of House Nodlock. What it lacks in occult power, the rod makes up for in mundane value: it is set with diamonds to the value of 10,000gp.

**Family:** Happily unmarried. Has many illegitimate children, but no heir.



**Servants:** A retinue of sycophants and advisors who oversee the castle and borders during Nodlock's frequent alcohol-induced slumbers. A poorly trained standing army. Groundsmen, cooks, butlers, librarians, etc.

**Location:** Nodding Castle (hex 0210).

**Combat stats:** Noble (OSE).



# Witches

A secretive sect of women bound into arcane communion with ancient gods.

## FACTION OVERVIEW

### Worship Secret Gods—the Gwyrigons

The witches of Dolmenwood worship ancient otherworldly entities known as the *Gwyrigons*. The presence of the Gwyrigons in Dolmenwood and the witches' worship of them are closely guarded secrets which a witch may never betray. Confessing to devil-worship is preferable.

### Initiation and Marriage to a Gwyrigon

Upon initiation into the sisterhood, a witch is impregnated with the essence of a Gwyrigon to which she becomes symbiotically bound. Henceforth, the Gwyrigon is a constant presence in the witch's mind and body. The connection is akin to marriage (the witch is entitled a "bride" of the Gwyrigon), but also to motherhood and also to childhood.

### A Symbiosis of Dreams, Sex, and Blood

Gwyrigons can access the dream-stuff, sexual energy, and menstrual blood of the witches to whom they are bound. These energies sustain them. The witch, in return, gains supernatural powers associated with the bound Gwyrigon.

### Live for Many Centuries

A witch's symbiosis with a Gwyrigon brings about the extension of her mortal life and the reversal of the ravages of ageing. The folkloric stereotype of witches as eternally young is in fact true.

### Remain Celibate and Childless

Sexual contact with others is strictly forbidden, as it would imperil a witch's connection with the Gwyrigon. It is for this reason that a witch may never marry or have children. Only on the night of the summer solstice, when witches cavort with avatars of the Gwyrigons and other spirits in their service, is this decree waived.

### Never Speak of Dreams

A witch may never speak to others of her dreams, these being the sole domain of the Gwyrigon.

### Witches Hide in All Spheres of Society

While some witches live as hermits, many dwell among other mortals, practicing their craft in secret. Unbeknown to those around her, any woman—from the lowliest scullery maid to the noblest lady—may be a witch.

### The Witches' Cant

Witches speak a secret cant which allows them to identify one another.

### Spells of Beguilement and Hexing

In addition to the powers granted via symbiosis with a Gwyrigon, witches also guard a body of occult lore which is passed among members of the sisterhood. The spells of witches primarily take the form of charms and curses.

### Psychedelics, Potions, and Witches' Brews

Witches are infamous for their use of psychedelic plants as a means of ritual divination and as primary ingredients in the brews and potions they concoct.

### Corn-Dolls, Manikins, and Familiars

Witches frequently bind common animals as familiars and craft magically animated servitors to guard their lairs.

## THE WITCHES' SCHEMES

### Maintain the Secrecy of the Craft

The primary aim of the witches is to pass their craft on to future generations, ensuring that communion with the Gwyrigons continues. This leads to an attitude of protectionism, whereby their teachings and lore are to be kept safe from outsiders' eyes and influence and the Gwyrigons themselves are to be guarded against external attack or tampering.

### The Birth of a Human-Gwyrigon Hybrid

The possibility of the birth of a half-human, half-Gwyrigon child—known as a *hoaghryn*—has been whispered of in witch lore since the beginnings of the sect. Witches who subscribe to this ideal use divination to locate the most auspicious girl-children to bring before the Gwyrigons. Some profess this hypothetical being as a messiah of sorts and view this quest as the true aim of witchcraft.

### Recover the Mirrors of Embala

Obscure branches of witch lore refer to a lost Gwyrigon named Embala of the Husk, the lord of its kind in ancient times and mighty ruler of all Dolmenwood. Myth tells that Embala could only be directly contacted by the use of a set of three crystal mirrors of entrancing beauty. One of these mirrors is in the possession of the Queen of the Witches (hex 0806), but the other two are lost (see hexes 0901, 1103).





## ENCLAVES OF THE WITCHES

**The Locus of Ertta (0505):** On windswept nights, witches fly to the summit of the ruined tower upon the Isle of Yeth to commune with the Gwyrigon Ertta.

**The Snake Cave (0608):** Lair of the witch Grwith, mistress of snakes and High Priestess of southern Dolmenwood.

**Derodand Manor (0704):** Home of Lady Haereth, High Priestess of northern and western Dolmenwood and scion of House Harrowmoor.

**The Palace of the Witch Queen (0806):** The Queen of All Witches dwells in a palace dug into the soft rock forming the bed of Lake Longmere. The location of the palace is known only to the three High Priestesses.

**The Locus of Limwdd (1006):** A glade warded by witch magic, wherein contact with the Gwyrigon Limwdd is possible.

**The Hall of Sleep (1304):** Abode of the witch Sadewyn, High Priestess of eastern Dolmenwood.

**The Locus of Hasturiel (1404):** A gargantuan granite pylon of unknown provenance marks the primary locus of the Gwyrigon Hasturiel.

**The Hill of Henlann (1602):** An ancient burial ground where the Gwyrigon Hasturiel may be addressed.

TODO: Illustration



## MEMBERS AND ORGANISATION

### The Gwyrigons

A loose affiliation of godlings that dwell on the astral fringes of Dolmenwood, feeding on the dream-stuff and sexual energy of witches. The Gwyrigons are neither good nor evil and, despite the allusions in the names that mortals give to them, they are neither male nor female—as powerful otherworldly entities, they are transcendent of human conceptions of gender.

Gwyrigons may be encountered in the vicinity of their loci (see below) only by mortals of an especially sensitive nature. Menfolk who come face to face with the physical manifestation of a Gwyrigon invariably report the encounter as horrific—a brush with monstrous powers inimical to humankind. Some women (especially those of Drune blood) perceive instead a sensual beauty and may come to seek a deeper contact with these entities.

The witches count seven extant Gwyrigons, seven who have passed away, and one with whom contact has been lost (see *The Witches' Schemes*, p70). Among the seven who live, three are primary:

**Ertta the Devouring Mother:** A sleepy power who has dominion over ageing, death, and decay. Ertta is associated with the sky and the winds and is most easily contacted on stormy days. Ertta's primary locus is in hex 0505, upon the Isle of Yeth (see pXXX).

**Hasturiel Thrice-Crowned:** Also known as “she from beyond”. Hasturiel has dominion over metamorphosis, vision, and speech and is associated with fire. Hasturiel's primary locus is in the gargantuan granite pylon in hex 1404 (see pXXX).

**Limwdd the Quiet Brother:** Has dominion over stasis, growth, and rejuvenation. Limwdd is associated with seeds and the depths of the earth. Witches bound to this Gwyrigon can feel the pulse of its energy in the ground when walking barefoot. Limwdd's primary locus is in hex 1006 (see pXXX).

### Initiates

Women who have been presented to a Gwyrigon during an initiation ritual are not regarded as true witches until the passing of 13 lunar cycles. During this time, Gwyrigon and woman come to know each other intimately, communing in dream and vision. Upon the night of the full moon marking the end of the woman's initiation, she will be formally accepted into the sisterhood as part of a coven. This final initiation rite takes the form of an occult marriage between mortal and Gwyrigon.

### Brides of the Gwyrigons

Witches who have completed their initiation and been bound with a Gwyrigon are known as “brides” of the Gwyrigon in question. They make up the vast bulk of the sisterhood.

### Covens

The primary means of organisation among witches is the coven: a group of up to thirteen (called a “witches' dozen”) witches in a local area. There is a coven in the immediate vicinity of each settlement in Dolmenwood and numerous smaller covens scattered throughout the wild areas of the forest.

### Priestesses

Each coven is loosely governed by a Priestess who determines the dates and conditions of their gatherings.

### High Priestesses and the High Coven

All of the covens of Dolmenwood are at least nominally under the command of the High Coven, which consists of three High Priestesses.

### The Queen of All Witches

The High Coven is commanded in turn by the Queen of All Witches. The Queen is near-mythical in the minds of most witches—none outside of the High Coven have ever had direct contact with her.



### COVEN NAMES

d20	First Element	Second Element
1	Bleeding	Blade
2	Bloody	Chalice
3	Chiming	Circle
4	Cloaked	Crone
5	Coiled	Elm
6	Crooked	Hart
7	Drowned	Heart
8	Hatching	Holly
9	Hidden	Mandrake
10	Ivy-Crowned	Moon
11	Liminal	Night
12	Silent	Oak
13	Silver	Palm
14	Singing	Pentacle
15	Triple	Raven
16	Twinned	River
17	Veiled	Serpent
18	Virgin	Solstice
19	Wailing	Well
20	Whispering	Worm



## CELENIA—THE QUEEN OF ALL WITCHES

An androgynous waif with cropped silver hair and eyes as blue as cold moonlight. Dresses in ethereal gowns of silver gauze. Appears around 20, but is actually 280 years old. Bound to Hasturriel Thrice-Crowned.

**Demeanour (Neutral):** Aloof, mercurial, quick to anger, does not suffer fools gladly.

**Speech:** Dreamy, old-fashioned, and formal. Woldish, Old Woldish, Sylvan, a smattering of High Elfish.

**Desires:** To find a High Priestess to replace Grwith (whose behaviour of late has been ever more bestial). To discover the arcane secrets of the sorceress Ygraine (see pXXX). To re-establish communion with Embala of the Husk (see *The Witches' Schemes*, p70).

**Possessions:** *Sword of lost souls* (see *Combat Stats*). Giant clam shell (in which she gains glimpses of the future). One of the fabled *Mirrors of Embala* (see *The Witches' Schemes*, p70 and hex 0806). *Crown of fallen stars* (see *Combat Stats*).

**Servants:** Swarms of silvery eels which can evade the ravenous Big Chook (see pXXX). 7 shades of the deeps. 7 witches (a bride of each of the Gwyrigons).

**Location:** Secret, submerged palace at the bottom of Lake Longmere, hex 0806 (pXXX).

TODO: Illustration



### Combat Stats

**AC** 1 [18] **HD** 12\*\*\*\* (50hp) **Att** 1 × *sword of lost souls* (1d8+3, +3 to attack rolls) or spells **THACO** 10 [+8] **MV** 120' (40') **SV** D6 W7 P8 B8 S10 (12) **ML** 10 **AL** Neutral **XP** 5,100

***Sword of lost souls:*** An enchanted +3 blade of clear crystal which traps the souls of those it slays. A creature slain by the sword cannot be returned to life unless the sword is destroyed.

***Crown of fallen stars:*** A vortex of glittering crystals that orbits the head of the wearer. The crown grants an AC of 3 [16] and immunity to 1st level spells.

**Spells:** Celenia has the following spells memorized: *charm person*, *light*, *detect invisible*, *levitate*, *fire ball*, *haste*, *hold person*, *water breathing*, *confusion*, *remove curse*, *wall of fire*, *teleport*, *geas*.

**Secret name of Hasturriel (thrice a day):** Celenia may speak the secret name of Hasturriel, causing beings of 6HD or less within 20' to flee in terror for 2 turns (**save versus paralysis** to resist).

**Evil eye (thrice a day):** Celenia may inflict a *curse* (per the spell) by gazing at a target.

**Cloak true form:** The Queen of all Witches can take on any outward appearance she wishes (limited to female humanoids of roughly the same size).

**Metamorphosis:** Celenia may change into any creature, per the spell *polymorph self*. The metamorphosis lasts until dawn or until she chooses to shed her new form.



## GRWITH—HIGH PRIESTESS OF THE SOUTH

A wild-eyed, stick-thin hermit with long black hair, gleaming green eyes, and dark, slightly scaly skin. Appears to be in her 30s, but is actually 220 years old. Bound Limwdd the Quiet Brother.

**Demeanour (Chaotic):** At times, she sleeps with distended belly, digesting a large meal. At times, she is hungry for flesh. Sometimes she is willing to share information about the region surrounding her lair.

**Speech:** Sinister and sibilant. Woldish, Old Woldish, Sylvan, the language of snakes.

**Desires:** To expel the Drune (whom she hates for their arrogance) from southern Dolmenwood. To feast on human flesh.

**Possessions:** *Rod of serpent-kind* (enables the wielder to speak with snakes and to charm them—per the magic-user spell *charm monster*).

**Servants:** A dozen snakes, some of whom were hatched from eggs she laid.

**Location:** Lives in a cave in hex 0608 (pXXX).

**Combat stats:** Witch: Bride of Limwdd (DMB) with 8 HD and the ability to cast additional spells: *protection from evil*, *sleep*, *snake charm*, *dispel magic*, *confusion*, *polymorph self*, *sticks to snakes*.



## LADY EMELDA HAEROTH—HIGH PRIESTESS OF THE NORTH AND WEST



A tall, elegant noblewoman of House Harrowmoor, usually dressed in black lace, with listless blond hair, delicate complexion, and blue eyes. Appears around 40, but is actually 105 years old. Bound to Ertta the Devouring Mother.

**Demeanour (Neutral):** Reclusive and enigmatic. Does not welcome visitors.

**Speech:** Cold, graceful, self-assured. Woldish, Old Woldish.

**Desires:** Information on the lost Mirrors of Embala (see *The Witches' Schemes*, p70)—believes that the Drune are keeping one of the mirrors at the centre of Chell (hex 0506). The head of the crookhorn Captain Snarkscorn (pXXX), whose ruffians encroach onto her lands.

**Possessions:** A tea set known as the *service of Calthrounhe*. Serving tea from the set at night by candlelight summons the spirits of the dead to converse. Using the tea set is perilous: one who pours tea with the dead must **save vs death** or lose one experience level, with only spell-casters of 4th level or above being immune. The tea set was procured for HaerOTH by the scrabey Horticulture (hex 0705), whose memory the witch subsequently stole.

**Family:** Lady HaerOTH is the great-aunt of Lady Harrowmoor (p68) and a member of that noble house.



**Servants:** Witch owl (DMB) familiar, Hallohoo. 4 great guard dogs. Maids, cooks, footmen, etc.

**Location:** Lives in the isolated manse Derodand Manor, in hex 0704 (pXXX).

**Combat stats:** Witch: Bride of Ertta (DMB) with 7 HD and the ability to cast additional spells: *detect evil*, *locate object*, *phantasmal force*, *clairvoyance*, *lightning bolt*.



## SADEWYN GALLBUCKET— HIGH PRIESTESS OF THE EAST

A buxom, rosy-cheeked lady's maid with curly brown hair and a merry twinkle in her eye. Appears around 50, but is actually 350 years old. Has dwelt for centuries among the nobles of House Guillefer, slipping between guises as required over the years. Bound to Hasturiel Thrice-Crowned.

**Demeanour (Lawful):** Merry, overly familiar. Feigned dimwittedness. Occasional flashes of wry wisdom.

**Speech:** Uneducated and coarse. Prone to rustic aphorism. Woldish, Old Woldish, Sylvan.

**Desires:** To discover the powers of the monolith in Odd. To awaken the nobles of House Guillefer and nudge them into mobilising against Atanuwë. Stirge-owl feathers (see hex 1005) for the magical cloak she is crafting.

**Possessions:** Enchanted embroidery needles (can place hexes remotely by embroidering a likeness of the victim). Partially crafted cloak of stirge-owl feathers (once complete, will allow her to move insubstantially).

**Servants:** The nightingales that nest in the grounds of the Hall of Sleep.

**Location:** Works as a lady's maid in the Hall of Sleep, hex 1304 (pXXX).



**Combat stats:** Witch: Bride of Hasturiel (*DMB*) with 7 HD and the ability to cast additional spells: *detect magic*, *hold portal*, *light*, *sleep*, *ESP*, *invisibility*, *knock*, *infravision*, *protection from normal missiles*.





# Faction Relationships

The attitudes and interactions between each of the major factions in Dolmenwood.

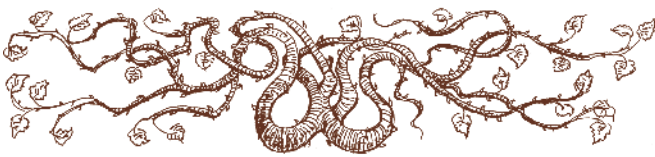
**E**ach of the major factions in Dolmenwood has its own agenda, sometimes sympathetic and sometimes at odds with those of other factions. This section summarises the relationships between the major factions, as of the present day.

## ATANUWĒ'S HORDE

**Hate the Church and the Human Nobility:** Atanuwë is actively antagonistic toward the forces of Law in the forest and would like nothing better than to conquer their petty dominions and warp them into playgrounds of Chaos.

**Unaware of the Frost Elves:** Atanuwë cares little for history and has no knowledge of the Wood's former liege.

**View all others as playthings:** Apart from its hatred of those who perpetuate Law, Atanuwë views all other beings as fair game for its cosmic pranks and jokes.



## CHURCH OF THE ONE TRUE GOD

**Unsure of Atanuwë's existence and nature:** While the Church fears the increasingly bold incursions of crook-horns into Aldweald, they remain unconvinced as to the reality of the folkloric figure known as the Nag-Lord.

**Hate the Drune and the Witches:** The Church seeks to eradicate the Drune and the witches from Dolmenwood, viewing them as wicked heathen religions. The ancient alliance with the Drune (the Triple Compact—see *History*, p16) is all but forgotten to the Church.

**Dismiss the Frost Elves as legend:** Time enough has passed since the days of the Cold Prince's dominion in Dolmenwood that the learned eminences of the Church now dismiss talk of fairy lords as superstitious nonsense.

**Tolerate the Goat-Lords:** There are many among the Church who view the presence of the goat-lords in the High Wold as an uncomfortable relic of the heathen past and an affront to the “natural order of things” as decreed by the One True God. For the time being, the current state of affairs is tolerated.

**Allied with the Human Nobility:** In most deeds, the Church and nobility are unified. Many in the aristocracy are devout followers of the Church's word, and the high clergy gladly accept the advice of the duke and duchess.

## DRUNE

**Lust after Atanuwë's power:** The Drune look upon Atanuwë with greedy eyes, viewing the Nag-Lord as another potential arrow to add to their arcane quiver. Of course, the Nag-Lord is not easily bound by Drune magic, and will require an eldritch trap of the most exquisite design. They also wish for revenge upon Atanuwë for the theft of the nodal Sargstone (hex 0904).

**Disdain the Church and the Human Nobility:** The Drune view their fellow mortals with contempt, using them as befits their machinations.

**Ward against the Frost Elves:** Of the three factions which united to banish the Cold Prince from the mortal world (the Triple Compact—see *History*, p16), the Drune alone remember and honour their role in the banishing. They carefully ward the Summerstones still, guarding against the return of the Cold Prince or his minions.

**Hate the Goat-Lords:** Goatfolk once served the Drune, but betrayed them and destroyed their most precious relic. Drune memories are long and unforgiving; their wrath still rages against all of goat-kind.

**Pact with the Witches:** Though the Drune covet the power of the Gwyrigons, ancient pacts deter them from interfering with the activities of witches. Open collaborations between the Drune and the Witches are historically somewhat rare, but not unheard of.

TODO: Illustration



## FROST ELVES

**Unaware of Atanuwë:** The Nag-Lord arrived in Dolmenwood many centuries after the banishment of the Cold Prince and his people back to the fairy realm of Frigia. The Cold Prince is thus unaware of the corruption of the Wood by Atanuwë.

**Hate the Church and the Human Nobility:** Although the Cold Prince has scant knowledge of recent events in Dolmenwood (i.e. the last eight centuries), his hatred for those who deposed him burns fiercely still. His dreams of returning to claim his mortal dominion and enslave his enemies are frequent and impassioned.

**Hate but seek to treat with the Drune:** The Cold Prince suspects that the Drune—alone among the three factions complicit in his banishment from Dolmenwood—could be tempted to aid his return. He knew the sorcerers' ancestors, of old, and recalls their brazen lust after occult knowledge and power. It is possible that some among them may be willing to damage the warding ring of Chell in exchange for deep secrets of fairy magic.

**Seek an alliance with the Goat-Lords:** Goat-folk served the Cold Prince, long ago, and he seeks to rekindle that loyalty.

**Unaware of the Witches:** Although witches were present in Dolmenwood in the days of the Cold Prince's reign, the frost elves never paid them any heed.

TODO: Illustration

## GOAT-LORDS

**Fear Atanuwë:** Seeing the bondage of their rude brethren—the crookhorns—in the north of the Wood, the goat-lords fear the power that the Nag-Lord seemingly holds over goat-kind.

**Disdain the Church:** Although notionally followers of the Church's doctrine, the goat-lords' loyalty is born of political convenience, rather than devotion. In truth they are, for the most part, godless.

**Dismiss the Frost Elves as legend:** Time enough has passed since the ancient days when longhorns served the Cold Prince that the learned among the goatfolk now dismiss talk of his reign as fanciful legend.

**Allied with the Human Nobility:** Humans and longhorns have ruled side by side in the High Wold since ancient times. While longhorns and humans both tend to favour their own kind, their alliance is stable.

**Fear and hate the Drune:** The Drune, held responsible for the death of the goat-lords' (supposed) ancestor Hraigl, are hated by all goatfolk of the High Wold. This hatred is tempered by fear, however, as the sorcerers still hold great power in the forest. Seldom do goats of the High Wold venture deep into Drune-haunted Dwelmfurgh.

**Ignore the Witches:** The goat-lords have no dealings with the witches.

## HUMAN NOBILITY

**Unsure of Atanuwë's existence and nature:** While the Church fears the increasingly bold incursions of crookhorns into Aldweald, they remain unconvinced as to the reality of the folkloric figure known as the Nag-Lord.

**Allied with the Church:** In most deeds, the Church and nobility are unified. Many in the aristocracy are devout followers of the Church's word, and the high clergy gladly accept the advice of the duke and duchess.

**Turning against the Drune:** Traditionally, there was a creed of non-violence between the Dukes of Brackenwold and the Drune (a last remnant of the Triple Compact—see *History*, p16). Recent Dukes, however, have begun to question this creed, and have initiated a slow-burning campaign to drive the sorcerers out of the forest.

**Dismiss the Frost Elves as legend:** Time enough has passed since the days of the Cold Prince's dominion in Dolmenwood that ancient records of his reign are now dismissed as mere legend.

**Allied with the Goat-Lords:** Humans and longhorns have ruled side by side in the High Wold since ancient times. While longhorns and humans both tend to favour their own kind, their alliance is stable.

**Tolerant of the Witches:** The machinations of the witches are largely irrelevant to the power plays of the aristocracy, who also pay little heed to the reams of ambiguous and wildly varying folktale surrounding the witches. The dukes' awareness of the vein of witchcraft that runs through their women-folk reinforces this attitude of neutrality and unspoken tolerance.

## WITCHES

**Hate Atanuwë:** To the witches, Atanuwë is an imposter and its servants a plague upon the forest. The High Coven regard the creeping influence of the Nag-Lord as the principal threat to their power in Dolmenwood and seek to confine the beast to its dominion in the North.

**Fear and seek to hide from the Church:** The witches are becoming ever more secretive, following the Church's increasing aggression against them.

**Pact with the Drune:** Ancient pacts deter the witches and Drune from interfering in each other's affairs. Witch-kind typically gives Drune men a wide berth while actively seeking to enlist young Braithmaids into their covens. This practice is reluctantly tolerated by the Aegis.

**Ignore the Frost Elves:** For the most part, the witches view tales of the Cold Prince's reign in Dolmenwood as mere legend. Those more learned in ancient history view the chance of the frost elves returning as remote and, even if it were to come to pass, unthreatening to the Gwyrigons and the craft.

**Ignore the Goat-Lords:** The witches have no dealings with the goat-lords.

**Loosely allied with the Human Nobility:** Witchcraft has a long history among the women of House Brackenwold. The High Coven communicates regularly with initiates among the aristocracy.



# Factions and Adventurers

The dealings that the major factions in Dolmenwood may have with adventurers.

**B**ands of wandering adventurers who delve into the deeps of Dolmenwood in search of fame and fortune are typically not directly aligned with any of the factions detailed previously. This section describes how each of the major factions of the Wood views adventurers and whether (and under what circumstances) they may be willing to work with them.

## ATANUWĒ'S HORDE

Mortals who seek to parley with a Chaos-godling are likely to be disappointed. The Nag-Lord has no interest in the piffling deeds of mortals, so is just as likely to snack on adventurers who seek its audience as it is to hear them out.

**Affiliation with AtanuwĒ:** Adventurers of chaotic alignment who impress the Nag-Lord with their sense of humour or penchant for wickedness and pandemonium may be given its “blessing” to go forth and wreak havoc in Dolmenwood as they see fit. Those who submit to the hypnotic bondage of the Nag-Lord’s gaze (see *AtanuwĒ, The Nag-Lord*, p45) will be accepted into the ranks of the faction and entrusted with a role in its schemes.

**Rewards:** Wild feasts and debauchery, magic items (often with dangerous side-effects), crookhorn servitors.

### Example Quests

**Spying and subterfuge:** Infiltrating and subverting the actions of the Church or the human nobility.

**Warbands:** Joining (or leading, for more powerful characters) bands of crookhorns on raids into human-ruled lands or attacks on military outposts.

## CHURCH OF THE ONE TRUE GOD

The Church has its own servants—this includes PC clerics and friars of the One True God—who are sent on missions into wild and perilous lands. The faction generally has no pressing need to seek out adventuring parties.

**Affiliation with the Church:** Pious adventurers of lawful or neutral alignment who are willing to take an oath of good faith may be taken into the fold and sent on missions within Dolmenwood.

**Unaffiliated relic hunters:** The fabled wealth of the Church attracts procurers of holy relics to its door. The Church will reward such opportunists, so long as the validity of the proffered items can be verified.

**Rewards:** Salvation, forgiveness of sins, gold, divine magic (e.g. healing spells). Those within the ranks of the Church may also be granted increased responsibility, servitors, clerical scrolls or potions, and occasionally the use of relics.

### Example Quests

**Locating lost shrines:** The Bishop of Brackenwold greatly desires to locate and restore the many wayside shrines in Dolmenwood which have mysteriously disappeared in recent years.

**Vanquishing enemies:** The elimination or capture of sects of Drones, witches, or wicked crookhorns.

**Procuring relics:** The recovery of lost relics associated with saints or places holy to the Church.

TODO: Illustration

## DRUNE

The Drune mistrust bands of wandering ne’er-do-wells, but will at times deal with them.

**Affiliation with the Drune:** It is not unheard of for a group of adventurers to establish an ongoing working relationship with the sorcerers, though such parties will never be privy to the reason driving the odd quests on which they are sent. The Drune look especially unkindly upon rogues who attempt to seduce their daughters.

**Trade in magic:** The Drune covet magic of all kinds—both magic items and spell books—and are often willing to purchase items from adventurers.

**Rewards:** Gold or precious stones—never magic of any kind, which Drune hoard absolutely.

### Example Quests

**Fetching odd items or substances:** The Drune require all manner of items and substances for their magical practice, often obtained from scrabies, goblins, or other weird merchants (e.g. the boggins in hex 0209).

**Scouting frost elf activities:** Any report of frost elves or their allies in Dolmenwood will be vigorously investigated by the Drune, even if it turns out to be hogwash.

**Guarding ritual sites:** Trusted (or charmed) parties may be enlisted to clear monsters from the site of a planned ritual and to repel intruders while the ritual is under way.



## FROST ELVES

The few frost elves who find their way through cunning paths into Dolmenwood are well aware of their isolation in the mortal world. They are, therefore, inclined to act subtly, achieving their ends indirectly by bribing or charming weak-willed mortals into doing their bidding.

**Affiliation with the frost elves:** While frost elves are quite willing to pay adventurers and mercenaries for their aid, they will never truly accept mortals into the ranks of the faction. Elves in an adventuring party may eventually become trusted allies of the frost elves, if they are willing to swear fealty to the banished Cold Prince.

**Rewards:** Coins of fairy silver (worth 10gp each), scintillating ice jewels, enchanted fairy trinkets (usually bearing an inconvenient glamour affecting mortals that wield them).

### Example Quests

**Spying on the Drune:** Scouting around Dwelmfurgh and reporting on the doings of the Drune.

**Locating nodal stones:** The frost elves desire precise information on the location of the nodal stones of Dolmenwood, with especial interest in the stones around the Witching Ring.

**Escorting to the Embassy:** Trusted parties may be enlisted as guards and scouts to bring an important frost elf to the hidden embassy at the Falls of Naon (hex 0504).

## GOAT-LORDS

The goat-lords of the High Wold have their own servants, but frequently have need of unaffiliated agents to do their dirty work, often against rivals of their own kind (the goat-lords are notorious for their jealousy and antagonism).

**Affiliation with the goat-lords:** Adventurers of compatible alignment who are willing to swear fealty to a goat-lord may be accepted into their service. Those who prove themselves trustworthy and discreet will be assigned ever more sensitive or dangerous quests and granted ever greater favour. While it is rare for non-longhorns to rise far in the ranks of a goat-lord's servants, it is not unheard of.

**Rewards:** Gold, political favours, rank and title, land.

### Example Quests

**Spying on other nobles:** Goat-lords will take any opportunity to insert spies into the midst of their rivals.

**Assassination or kidnapping:** Simple and brutal methods of eliminating rivals, usually performed by unaffiliated brigands, so as to give plausible deniability.

**Skirmishes:** In times of war (or brewing war), adventurers may be enlisted to serve in warbands or mustering armies.

### Drune and Witch Player Characters?

The Drune and the witches are treated in this book as NPC-only factions which PCs cannot be fully initiated into. Rules for player character Drones or witches—along with the secrets of their magic—may appear in future supplements.

## HUMAN NOBILITY

The duke and the nobles who swear fealty to him keep their plans to themselves, as a rule. Occasionally, a noble may inquire after the services of an adventuring party to carry out some covert plot.

**Affiliation with the human nobility:** Adventurers of compatible alignment who are willing to swear fealty to a noble may be accepted into their service. Those who prove themselves trustworthy and discreet will be assigned ever more sensitive or dangerous quests and granted ever greater favour. While it is rare for non-humans to rise far in the ranks of a noble's servants, it is not unheard of.

**Rewards:** Gold, political favours, rank and title, land.

### Example Quests

**Scouting crookhorn activities:** Monitoring the movements of the Nag-Lord's servants and warning of any large scale incursions into human-ruled lands.

**Eliminating monsters:** Killing or driving off monsters that have encroached too close to civilised parts.

## WITCHES

Due to their limited numbers and sparse distribution, witches sometimes require assistance in achieving their aims and do, upon occasion, enlist the aid of bands of adventurers and mercenaries.

**Affiliation with the witches:** Occasionally a witch will establish a regular working relationship with an adventuring party, but in all such cases, the true aims of the witch will remain carefully occluded.

**Trade in herbs and fungi:** Witches will often be keen to trade or purchase psychedelic or magical substances.

**Rewards:** Charms, talismans, or spell casting. It is known among adventurers in Dolmenwood that consultation with a witch (if one can be located) is often the simplest way of acquiring services such as the unravelling of curses.

### Example Quests

**Fetching magical herbs or fungi:** A witch may send adventurers to retrieve magical specimens from remote or dangerous parts of Dolmenwood.

TODO: Illustration



# The Hag

An evil old woman, bent and decrepit, who haunts the swamp of Hag's Addle.

**A** malevolent, supernatural being with an appetite for human flesh. While she takes on many illusory guises (see **Favoured Guises**), the Hag's true form is that of a crone, bent and decrepit beyond human conception, with eyes as large as saucers and a great, warty nose. Unbeknown to any of mortal blood, the Hag was long ago a fairy princess, the sister of the **Queen of Blackbirds** (p35). She betrayed her sister and was cursed to spend eternity in the mortal world, guarding the door to the fairy realm of Absynthe (her sister's domain).

**Names:** The Hag is known to mortals by many names: Black Allis, Shub's Nanna (utterly falsely—this name refers to an entirely different being, see p47), Old Crust-Breath, Mother Swithenby. Her true (fairy) name is forgotten to all but the Queen of Blackbirds.

**Demeanour (Chaotic):** Depraved, lustful, treacherous. Loves to deceive, torment, and kill mortals. Fears elf nobles and anything associated with them.

**Speech:** Slavering and cackling. Woldish, Old Woldish, Sylvan, Mewl, High Elfish (rusty).

**Desires:** Fornication with succulent young mortals. To feast on the flesh of succulent young mortals. (As a fairy of ancient years, *all* mortals are young in the Hag's eyes.) See **The Hag's Schemes**.

**Possessions:** Enchanted walking stick (see **Combat Stats**), *boggle lantern* (see **Combat Stats**). Pouches containing 1d4 portions of each of the following herbs/fungi: *bloodcap* (pXXX), *bosun's balm* (DPB), *grinning jenny* (pXXX), *hag's tears* (pXXX), *lankswith* (DPB), *marshwick* (DPB), *snoggle-beard* (pXXX), *witch's oyster* (DPB).

**Family:** The fairy **Queen of Blackbirds** (p35) is the Hag's estranged elder sister.

**Servants:** 5 **grimalkins** (DMB), charmed to remain forever in chester.

**Location:** Magically roaming hut in hex 0908. Her wicked magic permeates all of Hag's Addle.

## FAVOURED GUISES

### d8 Illusory Guise

- 1 A dark-complexioned maid gathering marsh herbs.
- 2 A female longhorn, capering in a copse.
- 3 A gaunt, wide-eyed girl, tall beyond her years.
- 4 A pregnant woman with eyes of blood red.
- 5 An elderly lady with skin covered in fungus.
- 6 A wooden woman, carved from a rotting log.
- 7 A crow-headed lady, dressed in sodden lace.
- 8 A pale, wailing corpse, lurching through the bog.

TODO: NPC portrait

## Combat Stats

**AC** 3 [16] **HD** 11\*\*\* (57hp) **Att** 1 × walking stick (1d4+2, +2 to attack rolls) 1 × finger snap (waxification) or magic **THACO** 11 [+8] **MV** 60' (20') **SV** D6 W7 P8 B8 S10 (11) **ML** 8 **AL** Chaotic **XP** 3,500

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Pure iron:** As a fairy, the Hag suffers 1 extra point of damage when hit with weapons of (enchanted) pure iron.

**Spell resistance:** The Hag gains a +4 bonus to saving throws against spells.

**Cloak true form:** The Hag can take on any outward appearance she wishes (limited to female humanoids of roughly the same size)—see **Favoured Guises**. Such is her power that magicks of detection (e.g. *detect magic*, *detect illusion*) have a 50% chance of failing to detect this glamour.

**Finger snap:** With a click of her fingers, the Hag can transform a charmed subject into a gnarled candle. The victim may **save versus spells** to avoid this fate.

**Magic:** The Hag can cast each of the following spells once per day: *charm person*, *cause disease*, *cure disease*, *dispel magic*, *fly*, *curse*, *remove curse*, *polymorph others*, *cloudkill*.

**Walking stick:** The Hag's crooked stick acts as a *club* +2.

**Boggle lantern:** A lantern of brass and pink glass which can be lit or extinguished on command. Once per day, the owner can summon **1d3 marsh lanterns** (DMB) to serve for 6 turns.



## BACKGROUND

### Corrupt Fairy Princess

The Hag was once a fairy princess and sister of the **Queen of Blackbirds** (p35). A dabbler in dark magic, she delighted in observing the ravages of time on the mortal world: decay, disease, and death. Under her influence, the beautiful water-meadows of her sister's dominion along the Lower Hameth were corrupted into a festering bog.

### Exiled to the Mortal World

When the Queen of Blackbirds discovered all that her sister had wrought, her wrath was great. The princess was captured and brought before her elder sister, who decreed "if thou lovest decay and decrepitude above all, then such shall be thy own fate". The wicked princess was thus exiled from the undying realm of Fairy, to dwell forever in the mortal world where all things wane and pass. Imprisoned in the region of Hag's Addle, surrounded by the miasma and decay of the marsh that she herself created, she is cursed to wither and decay (though never to die).

### Cursed Warden of the Way to Absynthe

Sealing the exile with a final, cruel twist, the Queen of Blackbirds placed a fairy geas upon her sister. It is thus that the Hag is compelled to ward the door that leads from Hag's Addle into the fairy kingdom of Absynthe, cursed to dwell on the threshold that she may herself not pass.

## THE HAG'S SCHEMES

### Release From Her Bondage

Long has the Hag endeavoured to dispel the fairy geas placed upon her, but ever has she been vexed. She would voraciously pursue any possible means of release.

### Corrupt the Fairy Realm of Absynthe

The Hag's sole means of revenge against her sister is to occasionally allow unsavoury things into Absynthe, via the door in her hut. She dreams, however, of the wickedness she would work on her sister's domain, if she could find a way to be released from her bondage.

### Expand Her Swampy Dominion

The Hag's foul magic encompasses all of Hag's Addle—the region in which she is imprisoned. If she could find a way to dispel her bondage, she would fain extend her miasma further into Dolmenwood.

## THE HAG AND FACTIONS

**Atanuwë:** The Hag seeks contact with Atanuwë, hoping to find a kindred spirit with the power to break the magic that binds her to Hag's Addle and the fairy door.

**Witches:** Individual witches occasionally seek to consult with the Hag on matters of herbalism or sorcery. Such contact is, however, strictly on an impromptu basis—no affiliation between the Hag and the witches exists.

## THE HAG AND ADVENTURERS

While most mortals shun the foetid marshland of the Hag's Addle, the Hag is sometimes sought out by adventurers who wish to consult her on matters arcane. If well-disposed, she is sometimes willing to perform the following services, for a price (see **Prices**).

**Access to Absynthe:** The Hag is bound not to allow mortals or enemies of the Queen of Blackbirds to pass through the fairy door which she guards (see hex 0908). For a price, however, she is willing to turn a blind eye.

**Prophecy:** The Hag may see into the distant past and future to answer a question posed to her. She casts marsh herbs into her brazier, causing her hut to be filled with noxious smoke. All present enter a hallucinogenic stupor lasting for 1d6 hours. The Hag's prophecy can be heard among her screeching and wailing. Each character witnessing the prophecy has a 10% chance of being driven insane.

**Spell casting:** Many of the spells the Hag is able to cast are useful to adventurers (see **Combat Stats**).

**Bestow vigour / beauty:** The Hag can bestow beauty or vigour upon a mortal, increasing the subject's CON or CHA by 1d3 points (to a maximum of 18). This boon lasts for 1d6 years (though the Hag claims it to be eternal).

**Raise dead:** The Hag can recall the deceased to life, per the clerical spell *raise dead* (though her magic is effective without time limit). In addition to whatever price the Hag demands (see **Prices**), someone who truly loves the one to be raised must forfeit their own life and their immortal soul. (Raising of the one thus sacrificed is impossible.)

### Prices

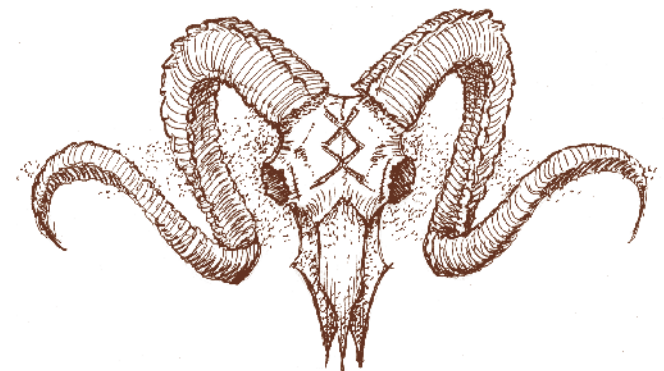
The exact price the Hag demands for her services is open to negotiation. Some examples are as follows.

**A living child:** To be dismembered and boiled into a stew.

**A limb:** Freshly severed with her rusty bread knife. The Hag is happy to cauterize the wound with irons from her fire.

**A night of passion:** A full night of passion with the Hag. The character loses one experience level (per the touch of a wight—OSE).

**A soul:** Extracted via an all-night ritual in her hut. The character can no longer be raised from the dead.





# Ygraine Mordlin

Mysterious sorceress of northern Dolmenwood, lady of Chateau Mauvesse.

**T**he mysterious Sorceress of Chateau Mauvesse and ruler of Meagre's Reach, Ygraine is a woman of noble bearing and patrician beauty. She is apparently in her fifties (though in fact she is over 500 years old), with straight black hair to her waist, eyes of cool grey, and a complexion as pale as moonlight. She dresses in white lace with a heavy robe of exotic furs, lavishly buttoned and baubled. Upon her brow is a brilliant diamond. Ygraine is the foremost practitioner of the occult within Dolmenwood, with the abilities of a 14th level magic-user. Her appearance in Dolmenwood 200 years ago is shrouded in mystery—few know of her true origins as a mortal fosterling raised in the courts of Fairy (see *Background*).

**Names:** The common folk of Dolmenwood refer to Ygraine as the Sorceress of the North or the Lady of the Mirror (referring to the Dark Mirror—the lake beside her chateau). Nobles may refer to her by her mortal name, Ygraine Mordlin, while to fairies she is Lady Heart-Torn-in-Tatters.

**Demeanour (Neutral):** Majestic, proud. She is a diplomat par excellence, but is fatigued by her constant duties as host to all manner of eminent fairies.

**Speech:** Firm, calculated. Lyrical in the scant moments when she finds happiness. Woldish, Old Woldish, Sylvan, High Elfish.

**Desires:** To escape from the attentions of all aspiring suitors (of which there are many!). Peace in which to conduct magical research (she has especial interest in magicks of illusion and time-control). To keep the existence of the nodal Phandrwyl (in the crypts of her chateau) hidden, especially from the Drune. News of her dear friend and former music teacher, **Lord Hobbled-and-Blackened**, who disappeared when she was a youth. See *Ygraine's Schemes*.

**Possessions:** Three wands (see *Combat Stats*). An *ioun-blade* (see *Combat Stats*). An obsidian *amulet of protection*, carved in the form of a squid (grants an AC of 5 [14]). Spell book (see list of spells under *Magic* in *Combat Stats*). The breathtaking diamond at her brow is worth 50,000gp. Her libraries are stocked with magical scrolls of all manner—given time, she can locate a scroll of almost any spell.

**Family:** Ygraine is the foster daughter of the fairy **Prince Mallowheart** (pXXX), to whom she owes her magical education. Their relationship is troubled, as Ygraine disapproves of her father's cruelty towards others of mortal blood. She is the adoptive niece of the **Cold Prince** (pXXX), half-brother of **Prince Mallowheart**. She has never met her uncle, but fears and despises him as a tyrant.

**Servants:** A small personal guard of 8 fairy knights (*DMB*), groundsmen, cooks, butlers, librarians, etc. (possibly also of fairy origin).

**Location:** Chateau Mauvesse, in hex 1802.

TODO: NPC portrait

## Combat Stats

**AC** 4 [15] **HD** 14\*\*\*\* (40hp) **Att** 2 × *ioun-blade* (1d4+3, +3 to attack rolls) or wands or magic **THACO** 14 [+5] **MV** 120' (40') **SV** D8 W9 P8 B11 S8 (Magic-user 14) **ML** 9 **AL** Neutral **XP** 5,150

**Fairy awe:** One who initiates aggressive action against Ygraine (e.g. attacking her or using offensive magic on her) must **save versus spells** or be awe-struck, delaying their intended action for one round. (This applies to each character's first act of aggression against Ygraine in the current encounter.)

**Ioun blade:** A dagger +3 formed of radiant orange crystal. Its wielder is enveloped in a globe of time acceleration and can attack twice per round.

**Wands:** Ygraine carries a *wand of illusion*, a *wand of lightning bolts*, and a *wand of negation* concealed about her person. (See *Old-School Essentials*.)

**Magic:** Ygraine has the following spells memorized: *charm person*, *read languages*, *read magic*, *sleep*, *detect invisible*, *ESP*, *invisibility*, *mirror image*, *dispel magic*, *fly*, *lightning bolt*, *protection from normal missiles*, *dimension door*, *polymorph self*, *remove curse*, *wall of ice*, *cloudkill*, *contact higher plane*, *hold monster*, *anti-magic shell*, *geas*, *projected image*.

TODO: Illustration



## BACKGROUND

### Fosterling Daughter of Mallowheart

Born the daughter of a humble blacksmith in the village of Meagre's Reach, Ygraine was stolen by fairies as a babe and raised as the adopted daughter of the cruel **Prince Mallowheart** (p34). Showing a gift for all things arcane, the child Ygraine was tutored in the secrets of fairy magic.

### Inherited Chateau Mauvesse

As an adolescent, Ygraine accompanied her father on a jaunt into the mortal world and chanced to pass by the village of Meagre's Reach and the ruined Chateau Mauvesse—a long abandoned palace of Mallowheart's. The young Ygraine was struck by the earnest toiling and tragic merriment of the mortal folk she witnessed and pleaded with her father to be granted Chateau Mauvesse as a plaything. Upon her coming of age, he finally agreed and Ygraine, now a sorceress of great power, returned to the mortal world, where she has dwelt ever since. Within the chateau's fairy-glamoured walls, she ages not.

### Created the Hidden Nodal Phandrwyl

Deep in the forgotten crypts of Chateau Mauvesse, Ygraine summoned an obelisk of obsidian (named Phandrwyl), tapping the pulsing energies of the ley line Ywyr, which runs beneath the castle. Intertwined with her own power, the energies of the obelisk allow workings of great magic.



### Wrested Meagre's Reach From History

Three centuries had passed in the mortal world between Ygraine's adolescent visit to Meagre's Reach and her taking residence in Chateau Mauvesse, for time in Fairy flows strangely. She was heartbroken to find the village abandoned following a plague and vowed to restore it to life. With great magicks of her own devising, augmented by the power of Phandrwyl, she twisted time, resurrecting Meagre's Reach as it was 300 years ago, before it was ravaged by plague. The village now exists in a temporal bubble, its inhabitants unable to leave hex 1703.

### Host to Fairy Diplomats

In the courts of Fairy, Ygraine is regarded as a neutral party and is constantly called upon as diplomat and arbitrator. She is thus host to a fatiguing array of fairy courtiers, including frequent visits from emissaries of the fairy nobility (see **Fairy Nobles and Their Dominions**, p30). The numerous visitors have worn her patience thin. Even her friendship with the **Duke Who Cherishes Dreams** (pXXX) is strained, due to the bothersome repeating dreams of the mortal folk of Meagre's Reach, for which the duke holds Ygraine responsible.

## YGRAINE'S SCHEMES

### Root Meagre's Reach in the Present Day

Ygraine rues her only partial ability to resurrect Meagre's Reach and seeks a means of rooting it fully in the present day, allowing its people to wander freely as they wish.

### Prevent Alliances With the Cold Prince

Unbeknown to the Drune, Ygraine plays a pivotal role in thwarting the plans of the Cold Prince (see **Frost Elves**, p56) by preventing the rise of any alliance among the nobility of Fairy that might aid his return.

## YGRAINE AND FACTIONS

Ygraine is primarily concerned with the fairy nobility, and has little time for or interest in the doings of mortals.

**Human nobility:** Since Ygraine's appearance in Dolmenwood 200 years ago and her taking up residence in Chateau Mauvesse, the Dukes of Brackenwold have eyed her with suspicion. Several times has her right to inhabit the castle been questioned, but in the end the dukes fear to meddle with the ways of fairies and sorceresses.

**Lord Guillefer:** Ygraine met **Lord Guillefer** (pXXX) when he was a youth, at a ball in the dreamlands hosted by the **Duke Who Cherishes Dreams** (pXXX). As kindred explorers of imaginal realms, the two maintain a friendship.

## YGRAINE AND ADVENTURERS

Ygraine seldom has time or inclination to meet with adventurers, though she is sometimes willing to consult on matters arcane.