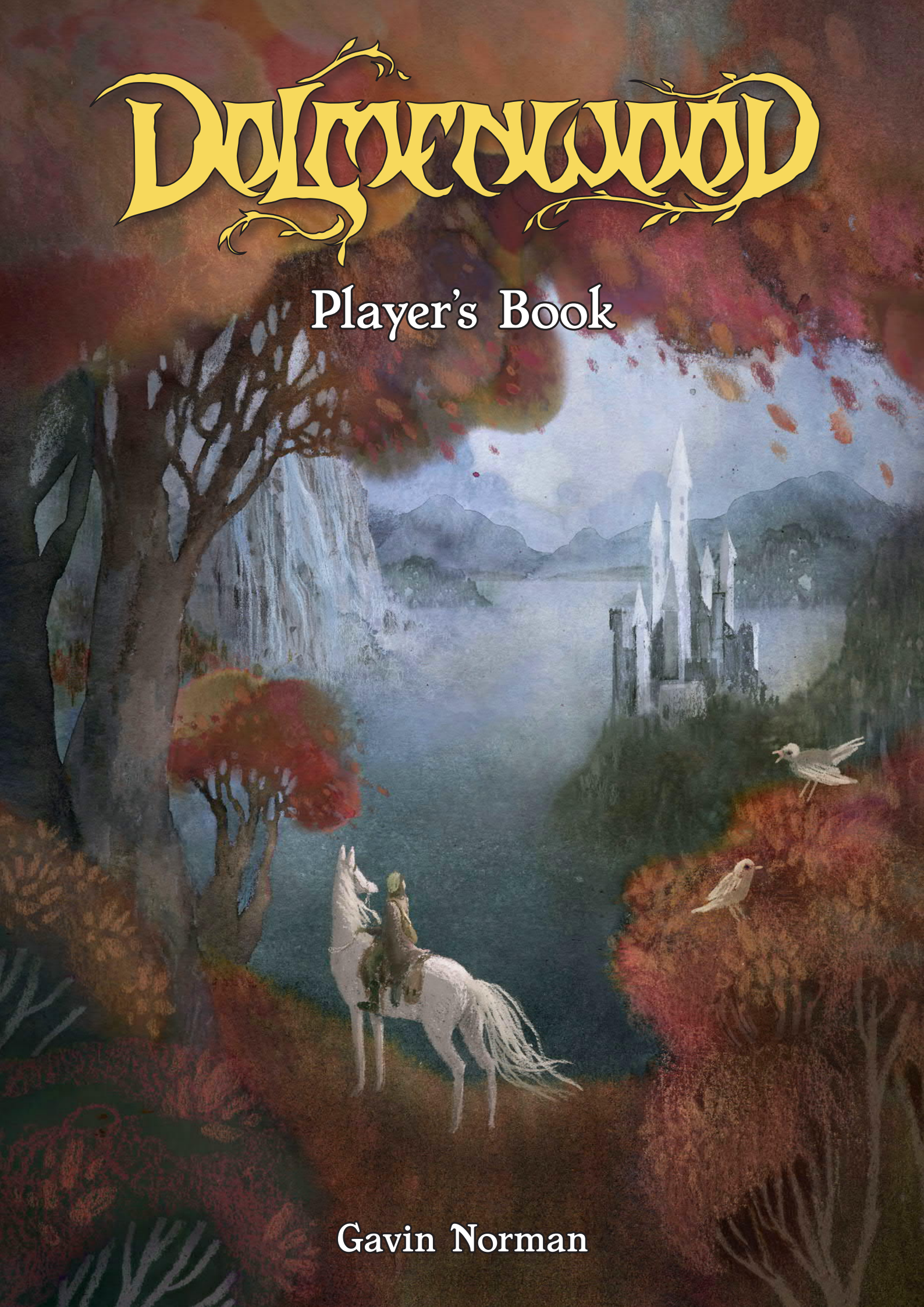


Dungeons & Dragons

Player's Book



Gavin Norman

DOLMENWOOD

Player's Book

Pre-Release Version 0.17



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Part One

**Welcome to
Dolmenwood**



ODO—section intro text

About this Book

A wanderer's first steps into the tricksome and beguiling Dolmenwood.

WELCOME TRAVELLER!

The forest of Dolmenwood lies in the little-frequented northern reaches of the kingdom, under the rule of the Duchy of Brackenwold. Though mortals, with their towns and towers and cathedrals, now claim dominion over this stretch of tangled woods, fungus-encrusted glades, and foetid marsh, other powers held sway here in ancient times and—some would say—remain the true masters of the realm.

Within Dolmenwood, the magical and otherworldly are always close at hand. Rings of standing stones loom in glades hallowed by pagan cults of yesteryear; the energy of ley lines pulses beneath the earth, tapped by those in possession of the requisite secrets; portals to the perilous realm of Fairy allow transit between worlds, for those charmed or fated by the lords of Elfland. Even the herbs, plants, and fungi of Dolmenwood have grown in odd directions, absorbing the magic which infuses the place. Some say that the waters are enchanted. Some say the stones and the earth are too.

Step then, bold or foolhardy adventurer, into the hoary forest realm of Dolmenwood and beware, for little here is as it seems!

WHAT'S IN THIS BOOK?

This book contains everything players need to join a campaign set in Dolmenwood. It acts as a guide for players on their first steps beneath the forest's benighted eaves and a trusty companion as they delve more deeply into the secrets of the Wood. The following topics are elucidated within these pages.

An Introduction to Dolmenwood

Some notes to introduce players to the people, places, and factions of Dolmenwood, including a gazetteer of the most famous locations. All information presented here is common knowledge that can easily be gleaned by talking with the folk of the Wood.

Sentient Folk

An introduction to the five most common sentient races in Dolmenwood, including the languages they speak.

Character Classes

Eight new classes of adventurer recommended for use in Dolmenwood campaigns plus to guidelines for using standard *Old-School Essentials* classes in Dolmenwood:

- **Dolmenwood Elf:** Ageless denizens of Fairy who have crossed over into the mortal world for reasons that they seldom reveal.
- **Dolmenwood Knight:** Warriors who serve one of the noble houses of Dolmenwood, doing their bidding and upholding their honour.
- **Friar:** Wandering monastics who spread the gospel of the One True God.
- **Grimalkin:** Mercurial feline shapeshifters, native to the Fairy realm.
- **Hunter:** Adventurers who are at home in the wilds of the forest, hunting for food or trophies. Expert trackers, stalkers, and killers.
- **Minstrel:** Musicians and poets drawn to a life of wandering and adventure.
- **Moss dwarf:** Stocky demihumans who dwell in the dank reaches of the Wood. As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.
- **Woodgrue:** Bat-faced goblins, renowned for their love of music, revelry, and arson.

Separate Race and Class

Rules for creating characters by selecting race and class separately, for those who prefer this method.

Magic

New magical abilities—in the form of *knacks*, *runes*, or *glamours*—which are possessed by several of the character classes and races.

Expanded Equipment

A greatly expanded selection of equipment—including a miscellany of herbs, pipeweeds, and spirituous beverages.

Appendices

TODO

REQUIRED BOOKS

Dolmenwood is written for use with the *Old-School Essentials* game system. The Classic Fantasy and Advanced Fantasy flavours work equally well.

OTHER DOLMENWOOD BOOKS

The Dolmenwood Campaign Book: An exhaustive tome detailing the secrets and lore of Dolmenwood, suitable for referees who wish to run campaigns in the setting. Included are full descriptions of what lies in the 200 hexes of the Dolmenwood campaign map.

The Dolmenwood Monster Book: A menagerie of weird beasts, fickle fairies, and strange spirits that inhabit the wild places of the Wood. Each entry has a colour illustration, stats and special abilities in a quick-to-use format, and random tables of traits, lairs, and encounters.

Dolmenwood adventure modules: A series of adventures set in Dolmenwood is also available, presented in an easy-to-use format for the time-pressed referee.

FREE PDFS

Dolmenwood calendar: TODO add link

Dolmenwood character sheet: TODO add link

Dolmenwood player's map: TODO add link

Inspirational Media

The Fellowship of the Ring (Book 1)—J.R.R Tolkien

Goblin Market—Christina Rossetti

Gormenghast—Mervyn Peake

Here is Where We Used to Sing—Fovea Hex

Jonathan Strange & Mr Norrell—Susanna Clarke

Jonathan Strange & Mr Norrell—BBC series

The King of Elfland's Daughter—Lord Dunsany

Krabbat—Ottfried Preußler

Labyrinth—Jim Henson

The Ladies of Grace Adieu—Susanna Clarke

Legend—Ridley Scott

Lud-in-the-Mist—Hope Mirrlees

Lyonesse—Jack Vance

Mio My Son—Astrid Lindgren

Over the Garden Wall—Patrick McHale

Princess Mononoke—Hayao Miyazaki

Smith of Wootton Major—J.R.R. Tolkien

Spirited Away—Hayao Miyazaki

Stardust—Neil Gaiman

Thunder Perfect Mind—Current 93

The White People—Arthur Machen

Twin Peaks—Mark Frost and David Lynch



The Journey Begins

An overview of the Wood and the people and monsters that dwell there.

DOLMENWOOD

Tangled Wilds

Sprawled at the foot of the accursed Table Downs, Dolmenwood consists of a swathe of tangled, partly inhabited forest a hundred-odd miles across at its widest point. When one steps beyond the maintained roads which connect the few settlements within the forest's bounds, the trees and brambles of Dolmenwood draw in close. Moss, lichen, and weird fungi proliferate in the dank undergrowth. Stretches of treacherous marsh lurk concealed in the lowlands, waiting for unwary travellers to stumble to their doom.

Hamlets, Inns, and Homely Hearths

A thread of rustic civilisation runs through the heart of Dolmenwood, with hamlets and inns dotting the handful of roads that penetrate the Wood. The people of the forest are a quaint and superstitious lot, but welcoming of outsiders.

Beasts, Spirits, and Monsters

The time-honoured exhortation "do not stray from the path!" refers not only to the dangers of becoming lost in the dark and befuddling wilds of Dolmenwood. Fell beasts, tricksome fairies, restless spirits of the long deceased, great and terrible wyrms, and weird fungal monstrosities also lie in wait, eager to lay hands on foolhardy mortals who wander into their clutches. Those who step from the well-worn path must truly be wary!

Standing Stones

Scattered in every obscure corner of Dolmenwood are standing stones of all shapes and sizes—lonely, moss-covered obelisks, altars traced with runes long illegible, glades ringed with mighty dolmens. It is said that these stones were erected by the cults of gods now long forgotten, for use in their heathen rites. Travellers in Dolmenwood would be wise to not tamper with these stones nor set foot within the glades they ward, for the sinister Drune claim them as their own and do not suffer trespassers.

Fungi and Strange Herbs

The otherworldly energies that permeate Dolmenwood promote the growth of all manner of strange (some say magical) fungi and herbs in the undergrowth. Foraging for rare specimens can prove a lucrative business!

SENTIENT FOLK

Fairies of the Timeless Realm

Dolmenwood sits at a place where the boundary between the mortal world of everyday folk and the immortal realm of Fairy grows thin. It is thus that fairies of all stripes—both wicked and benign—haunt the deeps of Dolmenwood. Some even venture into the towns of mortals and mix with common folk.

The mighty lords of Fairy have an ambiguous relationship with Dolmenwood. Some have no interest in it whatsoever, some view it with curiosity and tread its paths at times, while others view parts of the Wood as their own property and resent the trespass of mortals.

Elves, Grimalkin, and Woodgrues

Among the myriad races of Fairy, a small number have a trustworthy enough reputation that they may sometimes be found openly in the company of humans: elves, otherworldly and beautiful, the little cat-folk known as grimalkins, and bat-faced woodgrues are the most commonly encountered fairies.

It is exceedingly rare for such beings to permanently set up home in a village or town among mortals, but the sight of them—an elf perusing the wares of a pedlar, a grimalkin dancing a jig upon a tavern table, or a woodgrue blowing smoke rings from a long pipe—is not so unusual as to raise too many eyebrows.

Moss Dwarfs and Goatfolk

Humans are not the only mortal race to call Dolmenwood home. The dank, fungal-infested lowlands of the central eastern woods are home to a shy and stunted race called moss dwarfs, part mortal flesh and part plant or fungus. The reaches of south-western Dolmenwood are goat country, with human settlements ruled since ancient times by aristocratic goatfolk.

Other Sentient Beings

If one ventures off the beaten track in Dolmenwood, creatures of a wide variety of other kinds may be encountered. Goblin tricksters peddle fairy fruits and other questionable wares; scrabies emerge from their network of tunnels, eager to trade; even a bird, animal, or fish may surprise travellers by greeting them from the wayside, spinning a riddle, or cursing their intrusion.

ADVENTURE BECKONS

TODO section with evocative player motivations to explore / adventure in Dolmenwood.



Factions and Powers

The institutions, cults, and powerful individuals who collectively hold Dolmenwood in their sway.

BASTIONS OF CIVILISATION

The Duke of Brackenwold— Lord of the Realm of Dolmenwood

Ruling from the (supposedly) impregnable Castle Brackenwold on the south-eastern verge of the forest, the Dukes of Brackenwold trace their line back to the earliest settlers in the region. All mortal folk within the Wood—from the humblest beggar to the highest lord—pay fealty to the Duke and the whole forest is his property, at least in principle (there are those who dispute his absolute rule). In recent generations, the Dukes of Castle Brackenwold have taken a belligerent bent, undermining (and sometimes outright attacking) the other factions which hold sway over Dolmenwood.

The Church of the One True God— Pious Ally of the Duke

The monotheistic religion sanctioned by the Duchy and widely spread throughout Dolmenwood and beyond. Worship focuses on the pantheon of saints, rather than on the God Himself, who remains somewhat abstract.

The Church's presence in Dolmenwood is, in modern times, somewhat diminished; many shrines and chapels that once saw regular worship have fallen into ruin and been reclaimed by the forest. Some within the Church—in particular, the Bishop of Brackenwold—wish to rediscover and re-sanctify the lost shrines.

Goat-Lords—TODO

TODO

OTHERWORLDLY FORCES

The Cold Prince— Banished Fairy Lord of Winter

Where now mortals reign, great elf lords once held court. The entirety of Dolmenwood was once the domain of a fairy noble known as the Cold Prince. According to legend, he ruled the Wood from a castle of ice on a high cliff overlooking the frozen waters of Lake Longmere (for winter ruled eternal in Dolmenwood while the Cold Prince had dominion).

When humans began to settle the wild glades of Dolmenwood, a great war between fairy and mortal ensued, wracking the forest. After years of combat, mortals prevailed and the Cold Prince was banished to his domain in Fairy. Fearful tales of the Cold Prince's return to Dolmenwood and his icy wrath weave a common thread through the folklore of those who dwell within the bounds of his erstwhile domain.

The Nag-Lord—Depraved Unicorn God

A wicked, trickster figure of local folklore, said to keep unholy court in the twisted northern woods, where his armies of wicked goatfolk and other creatures of chaos lair. The Nag-Lord is known by many names; common epithets are “the King of the Wood” and “Old Shub”. In folktales, the Nag-Lord is depicted as being part man, part unicorn, with nine legs (nine being regarded as an especially accursed number).



MASTERS OF THE ARCANES

Drune—Masters of the Standing Stones

The Drune are a cabal of sorcerers who roam the wood, cloaked in black. They claim the magical energies of Dolmenwood as their own and are self-appointed masters of all standing stones and ley lines. What gods they worship is a matter of conjecture—for they guard their secrets with their lives—but in the eyes of the Church they are heathens to be eradicated. The rustic folk of the Wood fear to speak the name “Drune”, for they believe it is accursed. Instead, they refer to the cult by euphemistic titles such as “the Hooded Men” or “the Watchers of the Wood”. Kidnap by the Drune is among the greatest fears of the simple folk of Dolmenwood. It is said that the sorcerers deal in devil worship and human sacrifice.

Witches—Worshippers of Ancient Gods

Witches are mortal women who worship the ancient wood-gods that lurk in the forbidden depths of Dolmenwood. Their aims are obscure, but it is known that they gather beneath the moon to conduct their heathen worship and to work magic. In folklore, witches are variously portrayed as depraved practitioners of human sacrifice, lustful seductresses (for they are said to be eternally shapely and young), and ministers of potent cures and charms.

Ygraine the Sorceress— Mysterious Lady of the North

A reclusive figure and ruler of the village of Meagre’s Reach, Ygraine dwells in a many-tiered manse overlooking a black lake. It is rumoured that her sprawling home is haunted by fairy folk. Her guests are infrequent but well-coiffed, so the people of the Reach say. The sorceress herself no longer makes public appearances, though it is said that she is a woman of patrician beauty, refined in all aspects and wealthy beyond measure.



Dolmenwood Gazetteer

The most commonly traversed or spoken of regions of the Wood.

CASTLE BRACKENWOLD

The seat of the Duchy of Brackenwold and ancestral home to the nobility of the line. Within the castle, alongside the mighty garrison maintained by the duke, is a great cathedral, making this fortress-town also the centre of the Church's power in the region. Indeed, the bishop of Brackenwold is said to hold equal sway over Dolmenwood to the duke himself. Castle Brackenwold is an ancient place whose foundations are thought to have been built before the Brackenwolders came to Dolmenwood. Some even say that the castle was originally of fairy construction.

DREG

A rough port-town and fishing village on the marshy banks of the Hameth. Dreg has a seedy reputation as a haunt for thieves, charlatans, and rascals of all stripes, made only worse (in the eyes of right-minded outsiders) by its proximity to the island of Shantywood, a notorious port of ill-repute run by the seductive and ruthless Madame Shantywood. Aside from its profusion of taverns and gambling dens, Dreg is known for its fine sausages, made from the flesh of the swine kept in the bogs to the north of the village.

DWELMFURGH AND THE WITCHING RING

Those who wander far in the western reaches of Dolmenwood speak of a vast ring of frost-rimed stones, erected by the ancients for purpose now unknown. The folk of Dolmenwood know these sister-stones as the “summer-stones”, the great ring which they demarcate as the “witching ring”, and the woods contained within as “Dwelmfurgh”.

FORT VULGAR

A dilapidated palisade and crude keep overlooking the northern end of Lake Longmere. Occupied and (poorly) maintained by Sir Osric the Gaunt and a small retinue of mounted knights, boatmen, and domestic servants. Osric is a vassal of the Duke of Brackenwold and responsible for assessing and collecting taxes from all boats and barges travelling south across the lake. This intake is not insubstantial given the regular river traffic to the Woodcutter's Encampment and Dreg (and popularity of lawless Shantywood Isle among the bargemen, sailors, and travellers who drift along the waterways south of the lake).

HAG'S ADDLE

A region of mazy swampland around the banks of the River Hameth as it drains from Lake Longmere into southern Dolmenwood. The place is shunned not only due to the natural hazards of the marsh, but also because of the hag who haunts its sodden expanse. It is said that she has the power to see into the past and future and to raise the dead, but that the price she demands in return is perilous.

THE HIGH WOLD

A barony which encompasses the south-western corner of Dolmenwood. The High Wold is noted for the ancient line of aristocratic goatfolk who rule in tandem with the human lords of the region. (Some even say that nobles of the two races have interbred.) The barony has become somewhat wild of late under the lax rule of Baron Hogwarsh: highwaymen ply the roads and charlatans peddle questionable wares. Locals fear that the avaricious hand of the Drune is creeping out of the forest and into the High Wold, taking advantage of the baron's laxity.

LAKE LONGMERE

Known colloquially as “the heart of the wood”, the great lake Longmere—twelve miles broad at its widest point—is said to be the seat of an ancient magic in Dolmenwood. The bold anglers who frequent the shores speak fearfully of strange beasts in the waters and of the mind-melting wailings of the Big Chook—a water monster said to be as large as an island. Other legends speak of the ruined fairy castle—Hoarblight Keep—whose frost-crustled towers may be espied looming above the lake's western shore. The castle is believed to have belonged to the Cold Prince—who once ruled the Wood—and to hold many secrets of the past.

LANKSHORN

The northernmost settlement in the High Wold, the market town of Lankshorn lies within a bowshot of the forest's border, acting as one of two “thresholds” into Dolmenwood (the other being Castle Brackenwold, in the east). Rumours speak of the odd culture of Lankshorn, as the traditions of the civilised south meld with the quaint, superstitious ways of Dolmenwood. The respect held by the Lankshorners for the goat-lords is an apt example of the cultural *mélange* in this border-town. It is also said that the finest bladesmith in the High Wold makes his home in Lankshorn.



MULCHGROVE

The southern-central region of the Wood is a dank lowland riddled with fungal forests, treacherous bogs, and twisted willow-woods. The region is little traversed by all save the moss dwarfs who are native to the place, loving fungi and moulds and all that is dank. Mulchgrove is a paradise for mycologists, as a profusion of magical fungi can be found there. Many an adventurer wanders into Mulchgrove on a fungus-foraging errand for a wizard or herbalist, seeking rare specimens, while hoping to stay out of the clutches of the sentient, fungal monstrosities that also lurk there.

PRIGWORT

The largest settlement within Dolmenwood proper (that is, beneath the eaves of the forest). The town of Prigwort is the centre-point of trade in the region, being located at the crossing of the main north-south and east-west roads. Prigwort is especially famed, even in the wider region of the Duchy, for its breweries and distilleries. Fine Prigwort spirits, flavoured with the wild herbs of the forest, are to be found on the tables of connoisseurs far and wide. Of interest to adventurers, it is also known that a wizard of commercial bent makes his home within the town.

THE RUINS OF ST CLEWYD'S

East of Lake Longmere, in the depths of Dolmenwood, a great monastery was founded, of old. The abbey now lies in ruins, following a nighttime assault of unknown provenance, a century past. The Church has endeavoured on several occasions (if rumour is to be believed) to re-sanctify the ruin, but to no avail. The place is said to be haunted. Indeed, many say that the Wood itself rejects such ostentatious doings of men. Still, stories of the treasures which may lie untouched in the chapel crypts abound.

THE VALLEY OF WISE BEASTS

In the northern reaches of the forest, this long valley, uninhabited by humans, is said to be ruled by an odd consortium of speaking beasts. The origin of these creatures is unknown, but their numbers are said to be ever waxing.



Rumour and Folktale

Tales which may be heard on the lips of minstrels and common folk.

SPIES OF THE COLD PRINCE

Local folklore is stuffed with cautionary tales of the former fairy ruler of Dolmenwood tricking a feckless mortal into liberating him from exile in Fairy. There are those, however, who take such stories with more than a grain of salt, reporting of frost-clad fairies upon the roads—undoubtedly servants of the Cold Prince. It is claimed that these frigid elves will trade icy jewels and fairy silver in exchange for information about what goes on in the deep woods.

THE NAG-LORD MOVES SOUTH

Wicked goatfolk in the employ of the King of the Wood have been sighted in the vicinity of the ruins of St Clewyd's of late, far to the south of their master's dominion. The folk of Prigwort mutter fearfully of war. Word has it that the duke's forces are massing in the town in anticipation of an attack.

THE DRUNES' VENGEANCE

It is common knowledge that Bishop Sanguine despises the Drune above all. The witch-hunters of the order of St Faxis are said to now be fully focused on rooting out the cult of sorcerers. The reprisal of the Drune cannot be far off, however. Red-eyed ravens and ghostly owls have been spied congregating around graveyards—an omen that the wrath of the Drune is turning toward the Church.

RISE OF THE TALKING BEASTS

The number of sapient beasts in Dolmenwood is growing. Such creatures are said to be especially multitudinous in the northern reaches of the Wood. Locals fear that some unknown force is rallying the talking beasts, preparing to overrun the forest and wrest town and bower from their rightful human owners.

HOARBLIGHT KEEP

Anglers and hunters who ply their trade around the western shores of Lake Longmere sometimes speak of a pale white keep spied atop the cliffs. Those of especial sagacity knowingly refer to the place as Hoarblight Keep. Legend has it that this is the accursed palace of the Cold Prince, lain in ruins for many centuries, shrouded in fearsome wards and bans. It is said that the earthly hoard of the Cold Prince still lies untouched in the catacombs of the keep.

GOAT-LORD RIVALRIES

It is well known that the goat-lords Ramius and Malbleat—half brothers—are bitter rivals, scheming to undermine each other's reputation and influence. Rumour in Lankshorn says that both lords are amassing troops in secret and that their animosity will soon erupt into open war. The Lankshorners fear that their town may be the stage upon which the two goat armies clash.

THE HAG'S EYE

Those who venture into the stinking marshes north of the village of Dreg speak in fearful tones of the Hag, an ancient and terrible sorceress who haunts the region. According to legend, bold Sir Hankley skewered her left eye upon his lance and cast the horrid organ into the bog. After devouring the impudent and ill-fated knight, the Hag began to search for her plucked eye. It is said that her search continues to this day and that she would be greatly indebted to one who locates her lost eye.

THE DUKES' SINISTER PACT

According to legend, the Dukes of Brackenwold made pact in ancient times with the secret gods of the Wood, being granted rulership over all of Dolmenwood for forty-four generations, in exchange for their souls after death. The most popular telling of this tale has it that the pact has almost expired and that ruin will soon befall the Duke and his family.

TODO: Add something about treasures in the ruined abbey?

THE DREAM THIEF

Folk in Castle Brackenwold speak of recent nights of restless sleep in which they dream only of drifting upon a vast body of purple water. This portends the machinations of the fairy lord known as The Duke Who Cherishes Dreams. It is said that he steals the dreams of mortals and—with the aid of the sorceress Ygraine—plots to drag the whole of Dolmenwood into his somnambulant domain.

FAIRIES IN PRIGWORT

Word has it that the Bishop suspects the evil influence of the fairy Prince Mallowheart upon the leaders of Prigwort, the Brewmasters. It is said that the Brewmasters have secret congress with fairies during nights when Mallowheart's jaded entourage is sighted nearby. The people of Prigwort vehemently deny this rumour, of course.

THE LAIR OF BIG CHOOK

Fishers' tales abound with accounts of the lake monster Big Chook which haunts the waters of Lake Longmere. Most of these tales linger on the horrific deaths meted out on those who encounter the beast, but a smattering speak of its lair. It is claimed that Big Chook slumbers in a crystal cavern deep in the lake, where it guards a hoard of fabulous treasures. Among the hoard is said to be the long lost Mirror of the Witch Queen—a magical doorway to the realm of the witches' dark gods.

DEWIDORT OF SMERNE

Those who travel the roads of Dolmenwood speak fearfully of the ghostly highwayman Dewidort of Smerne. This phantom has haunted the roads of the Wood since the village of his origin—situated in the wild moors north of Dolmenwood—was submerged in the black ooze of the ever-expanding bog. The secret location of his treasure hoard is a topic of great interest to adventurers, rogues, and the law alike.

THE DEAD IN DOLMENWOOD

A curious property of Dolmenwood is that the souls of those who die there are believed to retain their connection to the corpse indefinitely. This is known, in scriptural terms, as “mortalism” and is a phenomenon of some dispute within the Church. It is only through the careful ministrations of the order of Saint Signis the Silent (also known as the order of Lichwards) that the dead are put to rest.

BE WARY OF THE OWLS

The common folk of the Wood fear owls of all kinds, for they are regarded as an omen of death. Many a folk tale speaks of mortals who were driven mad by the gaze of an owl or disappeared after encountering one of the birds by surprise. It is perhaps no coincidence that the chosen symbol of the Drune—found carved into rocks and trees wherever they gather—is an owl in flight.





Part Two

Sentient Folk

An elucidation on the mortal and fairy races which are most commonly encountered in Dolmenwood—elves, grimalkins, humans, moss dwarfs, and woodgrues.

Each race is described in detail, along with a set of tables for randomly generating fun and quirky characteristics of individuals of that race. Players may use these tables during character creation, to spice up their PC. The referee may also find them useful for quickly generating descriptive details of NPCs encountered.

Lastly, the languages and cants spoken by the sentient folk who call Dolmenwood home are elucidated.

Mortals, Fairies, and Those Between

On the three principal types of sentient races in Dolmenwood.

As is the way in the world beyond the forest, humans are dominant within the settled reaches of Dolmenwood. The forest is, however, also home to a patchwork of other mortal races, some widespread and some fleetingly rare; some who may be encountered in the towns of everyday folk, and others who are vanishingly reclusive. The races of the mortal world are only half of the story in Dolmenwood, however: the Wood is so intimately connected to the realm of Fairy that nigh as many souls of fairy ancestry lurk beneath its boughs as those of mortal birth. This section describes the generalities of races of fairy and mortal origin (and those between).

MORTALS

Those races whose origins are within the confines of the mortal world. Mortals are swept along on the currents of time, ageing and dying according to their fate.

FAIRIES

Those races whose members originate in the undying realms of Fairy, beyond the fields that we know. While the vast majority of fairies in existence never cross the subtle threshold that separates the other realm from the mortal world (and indeed would never conceive of doing so), some individuals do enter the mortal world, upon occasion, and some even gain a taste for the place and tarry for extended periods. The fairies who may be encountered in Dolmenwood are typically those of unusual bent (romantics, obsessives, or megalomaniacs) or those who are outcasts from their native realm.

Glamours

As natives of the other realm, where the logic of the mortal world does not hold fast, fairies are possessed of innate qualities and abilities—known as *glamours*—that amaze and confound mortals. Glamours take many forms, but powers of illusion, inveiglement, enchantment, and vanishing are common.

Otherness

Unless disguised by some glamour, fairies always carry an air of otherness about them. This may be perceived by mortals as awe-inspiring, intoxicating, fearsome, or dreadful. Animals invariably find fairies unnerving.

Playable Races

The playable races presented in this book are classified as follows:

- ▶ **Elves:** Fairy.
- ▶ **Grimalkins:** Fairy.
- ▶ **Humans:** Mortal.
- ▶ **Moss dwarfs:** Mortal.
- ▶ **Woodgrues:** Demi-fey.

Further Playable Races

Rules for creating player characters of other Dolmenwood races—for example, goblins, goatfolk, ratlings, deorlings, talking beasts, etc.—may appear in future supplements.

Immortality

While fairies may be killed, they are untouched by the ravages of time and do not die naturally. Likewise, the petty diseases of mortal-kind are harmless to fairies.

Mindset

Fairies are wracked with passions that run deeper than mortals can fathom. They can be at once wise beyond measure and petty as children, with an unwavering devotion to following their own whims. Fairies who venture into the mortal world are fascinated with mortals, but also repulsed by them, as all things touched by time carry an air of the grotesque to a fairy's eye.

Susceptibility to Pure Iron

As the basest of all metals, iron is anathema to the rarefied bodies of fairies. In Dolmenwood, weaponsmiths still practice the uncommon art of forging weapons of pure iron as a defence against fairies (see *New Equipment*, p76).

Silver Sickness

While not as intrinsically harmful to fairies as iron, mortal silver is more vehemently scorned. Any fairy who touches the stuff is quickly stricken with a queasiness of stomach and a faintness of heart.



DEMI-FEY

Those races of Fairy origin that have forsaken their native realm and taken up (more or less) permanent residence in the mortal world. Demi-fey are feared by mortals, the same as any other fairy (most mortals do not see fit to make fine distinctions among fairy-kind). Among fairies, however, demi-fey are scorned as lesser cousins of uncultured taste and rustic wit.

Extended Life Span

Even fairies cannot withstand the tides of time in the mortal world forever. Demi-fey races no longer possess the immortality of their forebears, ageing and dying as do mortals. Their life spans, however, remain greatly extended. It is common for demi-fey to live to see their fourth century.

Mortal Disease

Similarly, demi-fey no longer possess their fairy ancestors' immunity to the common diseases of mortal-kind. They can become sick and die just as a mortal.

Susceptibility to Pure Iron

As descendants of fairy races, demi-fey retain their ancestors' vulnerability to iron weapons, although it has lessened over many generations spent entirely in the mortal world.

Silver

Demi-fey races have dwelt in the mortal world long enough to become accustomed to mortal silver. Unlike true fairies, demi-fey are not sickened by the touch of silver.

About Elves

Ageless fairies who have crossed over into the mortal world for reasons that they seldom reveal.

Race type	Fairy
1st level PC age	1d100 × 10 years
Lifespan	Immortal
Height	5' + 2d6"
Weight	100 + 3d10 lbs

As humans dominate the mortal world with their cities and kingdoms, elves do so Fairy. Among all the myriad races of the undying realm, elves are driven to forge vast kingdoms, to subjugate others under their rule, and to delve deeply into the secrets of magic. Among their number are mighty lords and fear-some enchantresses, ageless sages and dashing knights, lowly rogues and hapless wanderers.

Appear Human-Like But “Other”

Elves are physically similar to humans, though they tend to be lithe of frame and fair of face. Despite their surface similarity to mortals, it is always possible to identify an elf for they carry an air of “otherness” about them.

Elves of Many Kinds

In the boundless reaches of Fairy and its countless kingdoms, many races of elves are found: from the black elves of the lightless realms to the pale, crystal-rimed mist elves of the cloud palaces and the cold-hearted and frigidly beautiful frost elves who serve the wicked Cold Prince.

RELATIONS WITH OTHER RACES

Elves tend to view other races—especially mortals—as inferior, but are not averse to their company. Spending time in the company of mortals is, indeed, regarded by many elves as a peculiar and entertaining pastime.

Elves are viewed by humans with fear and mistrust. Too stuffed is folklore with tales of the treachery and selfishness of elves for any individual to be taken quickly at face value.

NAMES

Elves enjoy being addressed by curious epithets hinting at their names in the tongues of Fairy (which they never reveal to mortals). Those who frequent Dolmenwood sometimes take on a mortal name, for convenience.

ELF NAMES

d20	Male	Female
1	Bucket-and-Broth	Breath-Upon-Candlelight
2	Candle-Bent-Sidewise	Chalice-of-Duskviolet
3	Glance-Askew-Guillem	Dream-of-Remembrance
4	Hands-Bound-By-Crows	Gleanings-of-Lost-Days
5	Jack-of-Many-Colours	Sun's-Turning-Tide
6	Lament-of-Beams-Broken	Impudence-Hath-Victory
7	Murder-of-Ravens	Indigo-and-Patchwork
8	Prick-of-the-Nail	Lace-and-Polkadot
9	Seven-Steps-At-Dawn	Lightly-Come-Softly
10	Shallow-Pained-Plight	Lilith-Too-Soon-Begotten
11	Shallow-Spirit's-Lament	Lillies-o'er-Heart's-Sight
12	Spring-to-the-Queen	Marry-No-Man
13	Sprue-Upon-Gallows	Morning's-Last-Mists
14	Supper-Before-Noon	Begets-Only-Dreams
15	Tom-Trick-of-the-Light	Quavering-of-Night
16	Tryst-about-Town	Revenge's-Sweet-Scent
17	Tumble-and-Thimble	Shade-of-Winter-Betrayal
18	Wine-By-The-Goblet	Slips-Behind-Shadows
19	Silver-and-Quicksilver	Spring-Noon's-Arrogance
20	Youth-Turned-Curdled	Violet-and-Clementine

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

ELF BACKGROUNDS

d20	Background	d20	Background
1	Chronicler	11	Librarian
2	Coiffeur	12	Mountebank
3	Confectioner	13	Nut forager
4	Courtier	14	Peacock trainer
5	Dream thief	15	Poet
6	Elk hunter	16	Swordsmith
7	Explorer	17	Tailor
8	Frost sculptor	18	Thespian
9	Harpist	19	Unicorn handler
10	Highway robber	20	Vintner

HEAD**d12 Head**

- 1 Delicate, pointed ears
- 2 Floppy, ass-like ears
- 3 Flowing, silver hair
- 4 Foppish wig
- 5 Glossy, iridescent hair
- 6 Gold hair at day, grey at night
- 7 Hair as white as snow
- 8 Hair like cobwebs
- 9 Lustrous hair below waist
- 10 Ragged, cropped hair
- 11 Shadowy locks
- 12 Small, ivory horn nubs

DEMEANOUR**d12 Demeanour**

- 1 Affected nobility
- 2 Aloof and amoral
- 3 Childlike and mischievous
- 4 Decadent
- 5 Gleeful enthusiasm
- 6 Keenly naive
- 7 Loquacious
- 8 Melancholic aesthete
- 9 Obsessive
- 10 Sardonic observer
- 11 Wilful and whimsical
- 12 World-weary

DESIRES**d12 Desires**

- 1 Break mortal hearts
- 2 Collect exotic stuffed beasts
- 3 Depose fairy lord or lady
- 4 Distil wines from emotions
- 5 Forbidden arcane lore
- 6 Library of dreams
- 7 Odd magical trinkets
- 8 Return of the Cold Prince
- 9 Savour finest of mortal life
- 10 To grow old and die
- 11 Understand mortal religion
- 12 Usurp noble house

FACE**d12 Face**

- 1 Androgynous
- 2 Eye colour shifts with season
- 3 Feline eyes
- 4 Frosted blue lips
- 5 Glow of candlelight on skin
- 6 Long, distinguished nose
- 7 Pale and mask-like
- 8 Spotted with soot
- 9 Star-shaped pupils
- 10 Violet eyes
- 11 Wide-eyed, childlike
- 12 Wide-set almond eyes

DRESS**d12 Dress**

- 1 Chequered harlequin
- 2 Cloak of black feathers
- 3 Cloak of frost
- 4 Cobwebs and soot
- 5 Decaying regal finery
- 6 Elaborately embroidered
- 7 Extravagant, frilly lace
- 8 Lace and flowers
- 9 Mother of pearl gown
- 10 Sheer black
- 11 Silvery gossamer
- 12 Woven leaves

BELIEFS**d12 Beliefs**

- 1 All plants are sentient
- 2 Cats are disguised fairies
- 3 Daylight is to be shunned
- 4 Drink only fine wine
- 5 Magic is the true language
- 6 Mortal world is but a dream
- 7 Mortals evolved from fungi
- 8 Reality is a fabulous song
- 9 The world is dying
- 10 Time is seeping into Fairy
- 11 Understand speech of stars
- 12 Witches led by fairy queen

BODY**d12 Body**

- 1 Aroma of mead or honey
- 2 Aura of dancing glimmers
- 3 Bluish skin
- 4 Faintly insubstantial
- 5 Golden blood, silver tears
- 6 Lithe frame, sex unclear
- 7 Odour of fresh spring dew
- 8 Pale skin, black in mirrors
- 9 Skin appears moonlit
- 10 Skin of a newborn
- 11 Skin rimed with frost
- 12 Sparkling skin

SPEECH**d12 Speech**

- 1 Condescending
- 2 Distant and slightly echoing
- 3 Flat and toneless
- 4 Flirtatious
- 5 Like the cracking of ice
- 6 Lilting
- 7 Mirthful
- 8 Pitch changes: male/female
- 9 Poetic and obscure
- 10 Song and rhyme
- 11 Subtly threatening
- 12 Whispering



About Grimalkins

Mercurial feline fairies who shift between three different forms.

Race type	Fairy
1st level PC age	1d100 × 10 years
Lifespan	Immortal
Height	3' + 2d6"
Weight	50 + 3d10 lbs

Grimalkins are a race of shapeshifting cat-fairies renowned for their magic of illusion and their love of eating rats. They can take on three different forms, described below. Grimalkins originate in the fairy realm of Catland, ruled over by the fearsome Queen Abyssinia—the Queen of All Cats. Those grimalkins who enter Dolmenwood live as wanderers and adventurers.

Cunning Humanoid Form—Estray

A grimalkin's normal form is that of a humanoid cat, wearing clothing, speaking, and walking upright. A grimalkin in estray is, by all appearances, a humanoid cat, beautiful or ugly, with fur covering their little body.

Fat Moggy Form—Chester

In chester, a grimalkin resembles a normal cat in all respects—though perhaps fatter than the average mouser. A grimalkin in chester retains a dull-witted intelligence and can understand language, but can only respond in yowls and meows.

Fey Predator Form—Wilder

The primal, fey form of a grimalkin. A grimalkin in wilder is difficult to perceive clearly in the mortal world as more than a gleaming pair of deranged, predatory eyes beyond the throw of the lantern's light.

RELATIONS WITH OTHER RACES

Grimalkins tend to become jealous and furtive among their own kind, so prefer the company of other races. They enjoy the companionship of other fairies of all types and have a special fondness for the frivolity of woodgrues. They regard the earnest undertakings of humans and other mortal races as somewhat comical.

Humans, perhaps due to their affection for domestic cats, are less fearful of grimalkins than they are of other fairies. A grimalkin who enters a human town will be greeted with curiosity, provided they behave themselves.

NAMES

Grimalkin names tend to be non-gendered. Exceptions (and titles) are listed in the table with male/female variants. It is unclear whether grimalkins choose such cutesy, whimsical names in earnest or whether they are mocking mortals by forcing them to utter such drivel. It is also not known whether the noble titles claimed by some grimalkins have any truth behind them (though, of course, the bearers of such titles swear to their authenticity).

GRIMALKIN NAMES

d20	First Name	Surname
1	Boots	Bobblewhisk
2	Fripple	Cottonsocks
3	Ginger	Flip-a-tail
4	Jack/Jill	Flippancy
5	Jaspy	Fluff-a-kin
6	Jasqueline	Grimalgrime
7	Kitty	Grinser
8	Little	Lickling
9	Lord/Lady	Milktongue
10	Mogget	Mogglin
11	Moggle	Poppletail
12	Monsieur/Madame	Pouncemouse
13	Nibbles	Pusskin
14	Penny	Ratbane
15	Poppet	Snuffle
16	Prince/Princess	Tailwhisk
17	Prissy	Tippler
18	Tippsy	Whippetongue
19	Tomkin	Whipsy
20	Toppsy	Whiskers

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

GRIMALKIN BACKGROUNDS

d20	Background	d20	Background
1	Alchemist's aide	11	Mariner
2	Angler	12	Pheasant poacher
3	Barber	13	Rat hunter
4	Card-sharp	14	Spy
5	Catnip brewer	15	Stage magician
6	Clothier	16	Swindler
7	Duellist	17	Thespian
8	Highway robber	18	Trapper / furrier
9	Knifemaker	19	Vole farmer
10	Libertine	20	Weasel tamer

HEAD**d12 Head**

- 1 Carefully sculpted quiff
- 2 Dapper top hat
- 3 Extravagant ear fur
- 4 Floppy beret
- 5 Floppy ear
- 6 Jaunty tricorne hat
- 7 Plumed hat
- 8 Pointy ear tufts
- 9 Shaggy mane
- 10 Spotted headscarf
- 11 Torn ear
- 12 Unrealistically large

FACE**d12 Face**

- 1 Bug-eyed
- 2 Constantly looks surprised
- 3 Copper, saucer-like eyes
- 4 Extra fluffy cheeks
- 5 Extravagantly long whiskers
- 6 Flabby jowls
- 7 Flashing silver eyes
- 8 Long, pointy snout
- 9 Mostly mouth
- 10 Snaggle-toothed
- 11 Snub nose
- 12 Tongue pokes out

FUR**d12 Fur**

- 1 Black
- 2 Black and white
- 3 Blue
- 4 Brown tabby
- 5 Chocolate
- 6 Ginger tabby
- 7 Iridescent
- 8 Silver, fluffy
- 9 Tortoiseshell
- 10 Violet
- 11 White, spiky
- 12 White, fluffy

SPEECH**d12 Speech**

- 1 Adorable mewling
- 2 Conspiratorial whispering
- 3 Decadently fashionable
- 4 Eloquent and poetic
- 5 Impertinent
- 6 Languid
- 7 Manic
- 8 Meandering
- 9 Mirthful and mocking
- 10 Purring
- 11 Sycophantic
- 12 Wilfully abstruse

DEMEANOUR**d12 Demeanour**

- 1 Fastidious and precise
- 2 Flagrantly amoral
- 3 Irreverently jocund
- 4 Jittery and on edge
- 5 Loose with money
- 6 Mercurial
- 7 Reckless swashbuckler
- 8 Self-indulgent preening
- 9 Slumbersome
- 10 Sneaky and larcenous
- 11 Snobbish gourmet
- 12 Tipsy and frolicsome

DRESS**d12 Dress**

- 1 Cape and spurs
- 2 Dandyish lace and silks
- 3 Festooned with rat bones
- 4 Jet black woollens
- 5 Long gloves and chaps
- 6 Long, colourful knitted scarf
- 7 Pied doublet and breeches
- 8 Ratskin vest and breeches
- 9 Regal ermine cloak
- 10 Shiny red boots
- 11 Smart tweed
- 12 Tassels and fringes

DESIRES**d12 Desires**

- 1 Become a crime lord
- 2 Become fat eating rodents
- 3 Build a secret palace
- 4 Build a sky ship to the moon
- 5 Commune with lost cat gods
- 6 Fame as a slayer of monsters
- 7 Found a catnip distillery
- 8 Infamy as a supreme gambler
- 9 Inhabit Hoarblight Keep
- 10 Live in exorbitant luxury
- 11 Marry into human nobility
- 12 Steal the Duke's jewels

BELIEFS**d12 Beliefs**

- 1 Catnip is poison to humans
- 2 Consume mouse-flesh daily
- 3 Dreams are the true reality
- 4 Evil rat realm underground
- 5 Human nobles serve Catland
- 6 Magic is fading
- 7 Only eat raw meat
- 8 The Cold Prince is long dead
- 9 The moon is ruled by mice
- 10 The Nag Lord adores cats
- 11 Vegetables harm the health
- 12 War is brewing in Fairy



About Humans

The folk of the day-to-day world, in all the variety and miscellany we know.

Race type	Mortal
1st level PC age	15 + 2d10 years
Lifespan	50 + 2d20 years
Height	Male: 5'4" + 2d6" Female: 5' + 2d6"
Weight	120 + 6d10 lbs



As is the way in the world beyond the forest, humans are dominant within the settled reaches of Dolmenwood.

RELATIONS WITH OTHER RACES

Humans, as the dominant species in Dolmenwood, tend to be mistrustful of other races. They are especially fearful of fairies, their folklore being rife with tales with the treachery and mischief of the folk of the undying realm.

However, humans are also quick to change their minds. An individual fairy who proves themselves trustworthy will be gladly accepted as a companion.

NAMES

The names listed are typical of the everyday folk in Dolmenwood and surrounds. Such common names are not used by perilous folk such as the Drune.

HUMAN NAMES

d20	Male	Female	Surname
1	Arfred	Agnel	Addercapper
2	Brom	Amonie	Burl
3	Bunk	Clement	Candleswick
4	Chydewick	Gertwinne	Crumwaller
5	Clewyd	Gretchen	Dogoode
6	Crump	Gwendolyne	Dregger
7	Dimothy	Hilda	Dunwallow
8	Guillem	Illabell	Fraggleton
9	Henrick	Katerynne	Gruewater
10	Hogrid	Lillibeth	Harper
11	Jappser	Lillith	Lank
12	Joremey	Lisabeth	Loguweaver
13	Josprey	Mabel	Loomer
14	Jymes	Maydrid	Malksmilk
15	Mollequip	Megynne	Smith
16	Rodger	Melysse	Sunderman
17	Rogbert	Molly	Swinney
18	Samwise	Pansy	Tolmen
19	Shadwell	Ursequine	Weavilman
20	Shank	Waydred	Wolder

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

HUMAN BACKGROUNDS

d100	Background	d100	Background
01	Actor	53	Locksmith
02–05	Angler	54	Merchant
06	Animal trainer	55–56	Miner
07	Apothecary	57–58	Outlaw
08–10	Baker	59–60	Pedlar
11	Barber	61	Pilgrim
12	Beekeeper	62–63	Poacher
13–15	Beggar	64	Potter
16–18	Blacksmith	65	Roper
19	Bookbinder	66	Sailor
20–21	Brewer	67	Scribe
22–24	Butcher	68–71	Servant
25–28	Carpenter	72–73	Sheep farmer
29	Cartographer	74	Shipwright
30–32	Cattle farmer	75	Smuggler
33	Chandler	76	Stable hand
34	Cheesemaker	77	Stonemason
35	Cobbler	78	Swindler
36	Cooper	79	Tailor
37	Dockhand	80	Tax collector
38	Fortune teller	81	Thatcher
39	Fur trapper	82–84	Turnip farmer
40–41	Gambler	85	Unicorn hunter
42	Glassblower	86–87	Vagrant
43	Grave digger	88	Wainwright
44–45	Hog farmer	89–90	Wayfarer
46–49	Hunter	91–92	Weaver
50	Jester	93–95	Wheat farmer
51	Jeweller	96	Wizard's assistant
52	Leather worker	97–00	Woodcutter

A Note on Ethnicity

The genetic tendencies of the common folk of Dolmenwood and the Duchy of Brackenwold are left to the referee's discretion, as befits the campaign world in which Dolmenwood is located.

HEAD**d12 Head**

- 1 Cropped or shaven hair
- 2 Embroidered skull cap
- 3 Fur hat with animal tail
- 4 Jaunty cap with feather
- 5 Jug ears
- 6 Long braids
- 7 Meticulously oiled hair
- 8 Misshapen skull
- 9 Patchy, straggly hair
- 10 Poised atop an elegant neck
- 11 Thick, lustrous hair
- 12 Wild, curly hair

FACE**d12 Face**

- 1 Bent nose
- 2 Button nose
- 3 Darting eyes
- 4 Droll, lupine mouth
- 5 Gap-toothed
- 6 Hirsute
- 7 Large, regal nose
- 8 Narrow, pinched
- 9 Pimples
- 10 Prominent scar
- 11 Rosy
- 12 Wide, spaced out features

BODY**d12 Body**

- 1 Barrel chest
- 2 Big hands
- 3 Blotchy skin
- 4 Excessively hairy
- 5 Freckles
- 6 Long legs
- 7 Long, elegant fingers
- 8 Oily skin
- 9 Pocked with plague-scars
- 10 Pot belly
- 11 Smooth, supple skin
- 12 Warts

SPEECH**d12 Speech**

- 1 Agitated
- 2 Bellowing
- 3 Cackling
- 4 Coarse
- 5 Conspiratorial
- 6 Gravelly
- 7 Inane banter
- 8 Mellow
- 9 Mumbling
- 10 Nasal whine
- 11 Rapid
- 12 Sighing

DEMEANOUR**d12 Demeanour**

- 1 Brooding, quick-tempered
- 2 Curious, broad-minded
- 3 Dour, single-minded
- 4 Enthusiastic, gullible
- 5 Gregarious
- 6 Impatient and rash
- 7 Kindly
- 8 Miserly
- 9 Scheming
- 10 Self-aggrandising
- 11 Slovenly
- 12 Suave

DRESS**d12 Dress**

- 1 Colourful patchwork
- 2 Dashing doublet and hose
- 3 Enigmatic cloak and hood
- 4 Filthy woollens
- 5 Hessian rags
- 6 Lace, posies, and frills
- 7 Noisome furs
- 8 Padded vest and breeches
- 9 Sheepskin coat
- 10 Smoking jacket and slacks
- 11 Sturdy boots and raincoat
- 12 Way-worn leathers

DESIRES**d12 Desires**

- 1 Build castle and new village
- 2 Clear family name
- 3 Collect saintly relics
- 4 Domestic bliss
- 5 Explore Fairy
- 6 Found business empire
- 7 Infamy
- 8 Map stones of Dolmenwood
- 9 Marry into nobility
- 10 Redeem past misdeeds
- 11 Secret underground lair
- 12 Squander fortune on luxury

BELIEFS**d12 Beliefs**

- 1 Bishop is a vampire
- 2 Drune will enslave the Duke
- 3 Fairies steal human souls
- 4 Nag-Lord brings final doom
- 5 One parent was a fairy
- 6 Prayers redeem evil deeds
- 7 Shroom of immortality
- 8 Sunken village in Longmere
- 9 Talking beasts plot uprising
- 10 The dead are rising
- 11 Visions from the Cold Prince
- 12 Witches serve the Nag-Lord



About Moss Dwarfs

Stocky demihumans who dwell in the dank reaches of the Wood. As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.

Race type	Mortal
1st level PC age	50 + 3d6 years
Lifespan	200 + 5d8 × 10 years
Height	3'6" + 2d6"
Weight	150 + 2d20 lbs

Moss dwarfs are an obscure, stunted race of demi-humans, native to Dolmenwood, with an affinity for the dank plants and moulds of the deep woods. They stand at around 4' high and are of stocky, pudgy build. Their skin is brown and wrinkled, with a texture like soft bark and is often patched with mould, lichen, fungus, or creeping plants. Their hair and beards are green, of many shades, and plant-like, akin to moss, willow, watercress, or ferns. Their beady eyes and stubby tongues are sheer black.

Ageing, Death, and Composting

Moss dwarfs have a lifespan of over two centuries, individuals typically becoming wiser and more plant-like as they age. After death, even their bones rot away to mould: a moss dwarf's body decays to a rich compost within a year.

Dank Forest Burrows

The natural habitat of moss dwarfs is dark, dank forests, where they gather in small, isolated communities. They are, above all, burrowers, delving their homes into the damp earth of their forest abodes or inhabiting natural caves where they are found—moss dwarfs are no masters of stonework or construction.

Worship Gods of Moss and Fungus

As subjects of the Duke, moss dwarfs are notionally followers of the One True God. However, they actually worship their own gods of the deep forest and the fecund underworld.

RELATIONS WITH OTHER RACES

By nature, moss dwarfs are curious and jovial, in a slow, earthy way, and welcome occasional visitors to their communities. They tend to be fearful of true fairies (e.g. elves, grimalkin), but are broadly on friendly terms with demi-fey (e.g. woodgrues).

Moss dwarfs are welcomed in human settlements and are sometimes found selling mushrooms, ale, or cheese at a market.

NAMES

Moss dwarfs tend not to use surnames. If pressed, they usually say "Moss", "Mulch", or "Mould".

MOSS DWARF NAMES

d20	Male	Female
1	Dombo	Bendion
2	Gobulom	Bilibom
3	Golobd	Brimbul
4	Gremo	Ebbli
5	Gwomotom	Ghibli
6	Hollb	Gobbli
7	Hollogowl	Greblim
8	Kabob	Gwedim
9	Kollobom	Higwold
10	Lambop	Ibulold
11	Limbyl	Imbwi
12	Loblow	Klibli
13	Mobdemold	Klimbim
14	Nyoma	Libib
15	Obolm	Limimb
16	Oglom	Marib
17	Tomdown	Milik
18	Tomumbolo	Shlirimi
19	Umbertop	Skimbim
20	Wobobold	Smodri

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

MOSS DWARF BACKGROUNDS

d20	Background	d20	Background
1	Bark tailor	11	Night forager
2	Boar hunter	12	Oracle's apprentice
3	Cheesemaker	13	Pipe maker
4	Compost raker	14	Sausage maker
5	Fungologist	15	Squirrel trainer
6	Fungus farmer	16	Swineherd
7	Gambler	17	Tavernkeep
8	Horn blower	18	Vagrant
9	Moss brewer	19	Worm farmer
10	Moss farmer	20	Yeast farmer

HEAD**d12 Head**

- 1 Bald like a polished nut
- 2 Buzzing with flies
- 3 Floppy hat droops over eyes
- 4 Fuzzy green hair
- 5 Huge floppy ears
- 6 Long greasy hair
- 7 Much too big
- 8 No neck
- 9 Patchy orange hair
- 10 Pointy felt hat
- 11 Wobbly
- 12 Wrinkled like a walnut

DEMEANOUR**d12 Demeanour**

- 1 Blustery
- 2 Brooding
- 3 Cowardly
- 4 Dozy
- 5 Flustered
- 6 Grumpy
- 7 Impertinent
- 8 Miserly
- 9 Overbearingly affable
- 10 Shrewd
- 11 Slow
- 12 Tells terrible jokes

DESIRES**d12 Desires**

- 1 A dozen spouses
- 2 Acquire moon cheese
- 3 Become a fungus giant
- 4 Breed a sentient swine
- 5 Brew the universal elixir
- 6 Consume sentient fungi
- 7 Found a moss brewery
- 8 Found underground realm
- 9 Grow clones of self
- 10 Meld with the fungal mind
- 11 Own a sprawling inn
- 12 Sample all known ales

FACE**d12 Face**

- 1 Beard of frothy yeast
- 2 Darting tongue
- 3 Eyes as big as fists
- 4 Eyes like pools of deep space
- 5 Eyes like tiny black marbles
- 6 Long, floppy nose
- 7 Looks like a carved potato
- 8 Massive flared nostrils
- 9 Mouth foaming with yeast
- 10 Nostrils ooze purple slime
- 11 Pointy root nose
- 12 Wobbly lips

DRESS**d12 Dress**

- 1 Brushed felt
- 2 Cosy knitwear
- 3 Dapper tweed
- 4 Greasy leathers
- 5 Grubby rags
- 6 Knitted ivy
- 7 Loincloth
- 8 Naturist
- 9 Pelts
- 10 Pig suede
- 11 Scratchy wool
- 12 Woven fungus stems

BELIEFS**d12 Beliefs**

- 1 Ale is essential for life
- 2 Bathing is inimical to health
- 3 Daily sacrifice to the elders
- 4 Gets visions from the moon
- 5 Humans are naked monkeys
- 6 Pursued by vengeful ghosts
- 7 Stone circles hide buried gold
- 8 Talking owls are plotting
- 9 The Drune will conquer all
- 10 The Duke is secretly a fairy
- 11 The fungal mind is supreme
- 12 The trees have eyes

BODY**d12 Body**

- 1 Blubbery
- 2 Covered in downy fur
- 3 Flabby rolls
- 4 Lumpy
- 5 Rampant belly button fur
- 6 Spherical
- 7 Stubby legs
- 8 Stumpy arms
- 9 Whorled like knotted wood
- 10 Wider than tall
- 11 Wobbly paunch
- 12 Wrinkled folds of skin

SPEECH**d12 Speech**

- 1 Baritone
- 2 Filthy
- 3 Grumbling
- 4 Meandering
- 5 Mumbling
- 6 Muttering
- 7 Obtuse
- 8 Phlegmy
- 9 Squeaking
- 10 Squelchy
- 11 Stammering
- 12 Wheezy



About Woodgrues

Bat-faced demi-fey goblins, known for their love of music, revelry, and arson.

Race type	Demi-fey
1st level PC age	50 + 3d6 years
Lifespan	300 + 2d100 years
Height	3' + 2d6"
Weight	60 + 2d10 lbs

Woodgrues are capricious, bat-faced goblins who, many generations ago, forsook their ancestral home in Fairy and migrated to the musty dells of the mortal world. They have massive, flapping ears and soft, downy fur upon their heads and chests, while the rest of their body appears like that of a human child.

Woodland Wanderers

Woodgrues live a nomadic lifestyle, wandering Dolmen-wood alone or in small groups, following where their whims and noses lead. They are happy to camp in the wild, erecting miniature shelters high in trees, but also enjoy the comforts of human settlements.

Enchanted Songs

Woodgrues love wild dancing and cacophonous music—primarily crazed nighttime warbling played on pipes. The magic of Fairy lingers in the music of woodgrues, for their songs can lure folk into the deep woods and enchant them to frolic. Woodgrues delight in using this magic for mischief and high jinks. While mischievous and rascally, woodgrues only cause serious harm if slighted.

Seasonal Moots

Several times a year (the exact timing varies), a woodgrue moot is called by an elder. The invitation is called out in the night air by a cacophony of hoots and pipes, announcing the festivities at an appointed place and time. Moots typically last for five days and are attended by up to two hundred woodgrues, dancing, celebrating, and sharing news.

RELATIONS WITH OTHER RACES

Woodgrues are happy to spend time with people of any race, both mortal and fairy, though they favour those who share their raucous sense of humour.

Humans cautiously allow woodgrues into their towns, because they know that barring them entry would only cause greater misfortune.

NAMES

WOODGRUE NAMES			
d20	Male	Female	Surname
1	Bagnack	Bishga	Bobbleslime
2	Barmcudgel	Canaghoop	Bogbabble
3	Bloomfext	Cheruffue	Bootswap
4	Bunglebone	Doola	Browngobble
5	Capratt	Frogfyr	Chumley
6	Chimm	Gruecalle	Cobwallop
7	Delgodand	Hoolbootes	Corkmumble
8	Eortban	Maulspoorer	Drooglight
9	Grunkle	Mogsmote	Hogslapper
10	Gubber	Molemoch	Hortleswoop
11	Gumroot	Moonmilk	Hungerslip
12	Gunkuss	Munmun	Lankwobble
13	Kungus	Nettaclare	Moorsnob
14	Longtittle	Oorcha	Mundersnog
15	Lubbal	Palliepalm	Pouncecrump
16	Olpipes	Pimplepook	Pumpersnickle
17	Runkelgate	Puggump	Shunderbog
18	Stringdrunker	Rolliepolk	Snodgrass
19	Weepooze	Sasserpip	Wallerbog
20	Wumpus	Whipsee	Woodfuffle

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

WOODGRUE BACKGROUNDS			
d20	Background	d20	Background
1	Circus performer	11	Maggot farmer
2	Convicted arsonist	12	Mead brewer
3	Court jester	13	Moth trapper
4	Crow hunter	14	Mushroom forager
5	Dung collector	15	Pedlar
6	Egg thief	16	Pipe carver
7	Errant piper	17	Ragpicker
8	Firework maker	18	Tent maker
9	Fungus trader	19	Tomb robber
10	Juggler	20	Wizard's servant

HEAD**d12 Head**

- 1 Bald, veiny ears
- 2 Blotchy bald pate
- 3 Cap of shiny beetle shells
- 4 Ears ooze orange wax
- 5 Elongated, teetering neck
- 6 Felt hat with long liripipe
- 7 Floppy hat, way too big
- 8 Long, bristling hair tufts
- 9 Pink mohawk (natural)
- 10 Round, droopy ears
- 11 Stripe of silver hair
- 12 Twitching, pointy ears

DEMEANOUR**d12 Demeanour**

- 1 Capering fool
- 2 Childlike and capricious
- 3 Compulsive liar
- 4 Cunning, scheming
- 5 Dour, gallows humour
- 6 Feigned mysticism
- 7 Frivolous and petty
- 8 Kleptomaniac
- 9 Practical joker
- 10 Pyromaniac
- 11 Shady and unscrupulous
- 12 Trickster (but loyal friend)

DESIRES**d12 Desires**

- 1 Be canonised (as a joke)
- 2 Build manor half in Fairy
- 3 Burn down a castle
- 4 Found a secret society
- 5 Giant bee mead brewery
- 6 Live in a castle of bats
- 7 Marry a goblin merchant
- 8 Organise largest moot ever
- 9 Perform for the Nag-Lord
- 10 Popularise moth sausages
- 11 Rule a human town in secret
- 12 Steal secrets of the Drune

FACE**d12 Face**

- 1 Droopy nose
- 2 Lavishly preened moustache
- 3 Lustrous black beard
- 4 Nose flesh changes colour
- 5 Nostrils flap when excited
- 6 Nostrils dripping yellow snot
- 7 Oiled moustache
- 8 One large eye, one small
- 9 Protruding fangs
- 10 Sagging, bloated throat
- 11 Shifty eyes constantly blink
- 12 Straggly beard

DRESS**d12 Dress**

- 1 Dangling bells and baubles
- 2 Enigmatic black cloak
- 3 Heavily patched
- 4 Hessian loin cloth
- 5 Knotted cords
- 6 Long, ragged cape
- 7 Mismatched, stolen clothes
- 8 Paint-daubed rags
- 9 Pied jester's outfit
- 10 Soft brushed suede
- 11 Stockings and baggy jumper
- 12 Stripy hose and bodice

BELIEFS**d12 Beliefs**

- 1 Crows are spies from Fairy
- 2 Fairies are illusory
- 3 Fungi are souls of the dead
- 4 Get all agreements in writing
- 5 Gold buried in graveyards
- 6 Humans can't dance
- 7 Immune to fire
- 8 Live on cake alone
- 9 Nearly perfected deadly song
- 10 Never reveal your name
- 11 Penal system must be a joke
- 12 The Nag-Lord really is a wag

BODY**d12 Body**

- 1 Flaps of skin between fingers
- 2 Hunchback
- 3 Knock-kneed
- 4 Pink skin with white fuzz
- 5 Prehensile feet
- 6 Rotund
- 7 Scrawny
- 8 Skin flaps under arms
- 9 Spindly, 4-knuckled fingers
- 10 Thick, matted, auburn fur
- 11 Utterly hairless
- 12 Vestigial wings (flightless)

SPEECH**d12 Speech**

- 1 Childish giggling
- 2 Excited screeching
- 3 Guffawing
- 4 Hesitant warbling
- 5 Hissing and slurping
- 6 Intermittent gibbering
- 7 Languid rumbling
- 8 Melodious
- 9 Punctuated with hoots
- 10 Shrill
- 11 Sinister whispering
- 12 Staccato



Languages

The tongues and cants of the sentient folk of Dolmenwood.

THE CHURCH TONGUE

Liturgic

The holy language of the Church of the One True God, used extensively in scripture and sermon. The origins of Liturgic lie in a land far removed from Dolmenwood, but its usage is now common throughout many lands, due to the expansions of the Church. Nonetheless, it remains a purely scriptural language and is seldom spoken outside of sermons.

Learning: Liturgic is in common use and can easily be learned by those with the urge. Fairies, as godless creatures, cannot learn Liturgic and find its tones somewhat sickening.

THE COMMON TONGUE

Woldish

This is the modern tongue spoken by virtually all sentient creatures in Dolmenwood.

Learning: Woldish is treated as a dialect of the Common tongue that is spoken in the wider world beyond the Wood.

Old Woldish

The language of the folk who entered Dolmenwood and founded the Kingdom (now Duchy) of Brackenwold.

Learning: Although Old Woldish is no longer spoken, its study is common among the well-educated.

THE DRUNIC TONGUE

Drunic

The direct descendant of the Ancient Drunic tongue, this is the language used for everyday communication among the Drune, as well as in ritual, scripture, and historical records. Numerous are the standing stones in Dolmenwood which are inscribed with runes of the Drunic tongue.

Learning: Drunic and its intricate script are a closely guarded secret of the Drune.

Ancient Drunic

The sacred tongue of the ancestors of the Drune—an esoteric language of great antiquity, only found in the most ancient records in the hidden vaults of the Drune.

Learning: Ancient Drunic is virtually a lost language. Only the most erudite Drune sages have any knowledge of it.

FAIRY TONGUES

The Immortal Tongue of Fairy

This is the language of the most elevated denizens of the Fairy realm—those ancient beings said to be older than the mortal world itself. The language spoken by these beings is of such primal potency that its honeyed tones may be understood by all sentient folk, mortal and immortal alike. It is however only under incredibly portentous circumstances that a mortal may encounter a speaker of this tongue. The most ancient of fairy folk are little more than legend and their language is practically mythical.

Learning: No mortal or lesser fairy may speak the undying tongue and those who attempt to study its treasury of words are beset by madness and misfortune.

High Elfish

The language of the fairy nobility (for example the Cold Prince and his retinue), a derivative of the Immortal Tongue of Fairy. The predilection of fairy nobles for the outlandishly baroque is reflected in their language.

Learning: Human scholars view High Elfish as the most fiendishly complex language ever devised. Due to its intricacy, this tongue is virtually impossible for non-fairies to learn. Even fairies of the lower castes find it impenetrable.

Mewl

The secret language of the grimalkin and other cat-like fairies. Mundane cats can also converse in this tongue (often to their surprise!), if addressed, and prove eloquent conversationalists.

Learning: Cat fairies take grave offence at others—especially mortals!—studying their language and go to great lengths to prevent knowledge of its sprawling vocabulary and subtle variations of yowl from propagating.

Sylvan

The common speech of the fairies and fairy-kin of Dolmenwood, believed to be a distant, debased form of the Immortal Tongue of Fairy.

Learning: Sylvan is within the intellectual grasp of mortals, even though they invariably sound like fools when speaking it (to the endless amusement of its native speakers).

GOATISH TONGUES

Caprice

A language evolved among the goat-aristocracy of the High Wold, encompassing simplified elements of the High Elfish tongue melded with the more erudite components of Gaffe. On balance, this tongue is of equivalent complexity and expressiveness to the languages of humans. A large canon of literature exists in this language, written at times in an abridged form of the High Elfish script and at times in the scripts of humans.

Learning: Caprice is in common use and can easily be learned by those with the urge.

Gaffe

The native tongue of the lower ranking goatfolk of Dolmenwood: a crass (almost bestial) language of bleats and gurgles which may be understood on a rudimentary level by mundane goats and sheep. Though it is of utterly different origin, Gaffe has come to share a small number of words with the Sylvan language.

Learning: Gaffe is in common use and can easily be learned by those with the urge.

TODO: Illustration

THE MOSS DWARF TONGUE

Mulch

An obscure tongue spoken by the moss dwarfs of Dolmenwood, along with a smattering of sentient plants and fungi.

Learning: The squelching, grinding sounds which Mulch consists of are notoriously difficult for humans and other non-native species to reproduce, though a handful of sages have made rudimentary studies of the language.





Part Three

Character Classes



A selection of eight new classes of adventurer representing common character archetypes within Dolmenwood. Four of these are human classes: the jolly friar, the stealthy hunter, the haughty knight, and the charming minstrel. The remaining four are demihuman race-classes: the wilful elf, the mercurial grimalkin, the sagacious moss dwarf, and the reckless woodgrue. Guidelines for using standard *Old-School Essentials* classes in Dolmenwood are also provided.

Dolmenwood Elf

Ageless fairies who have crossed over into the mortal world for reasons that they seldom reveal.

Demihuman Class (Fairy)

Requirements	Minimum DEX 9, minimum INT 9
Prime requisite	CHA
Hit Dice	1d6
Maximum level	10
Armour	Any, including shields
Weapons	Any
Languages	Alignment language, Woldish, Sylvan, High Elfish

Elves are powerful warriors who, as natives of Fairy, are blessed with innate abilities which mortals regard as magical. They also have a knack for the sorcerous, being able to use scrolls and other arcane magic items and possessing secret runes granted to them by the lords of Elfland.

See *About Elves*, p20 for more details on the elfish race.

COMBAT

Elves are naturally talented fighters and may use any weapons and armour.

GLAMOURS

Elves are able to make use of a number of minor magical abilities known as *glamours* (see p68). The number of glamours known is determined by the character's level as shown in the *Elf Level Progression* table. Known glamours are determined randomly. Glamours may be used any number of times per day. (Though mortals regard these abilities as "magic", elves do not view them as such.)

IMMORTALITY

Elves can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by diseases of magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

LISTENING AT DOORS

Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

LOCATE SECRET DOORS

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials*).



MAGIC ITEMS

Elves have a natural affinity for the arcane and are able to use any magic item usable by arcane spell casters. This includes casting spells from scrolls (with the use of their *Read Magic* ability).

MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, elves are highly resistant to magic. They are immune to *sleep* spells, gain a +2 bonus to saving throws against charms and illusions, and are unaffected by the paralysing touch of ghouls.

ELF LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Glamours	Saving Throws				
					D	W	P	B	S
1	0	1d6	19 [0]	1	12	13	13	15	12
2	4,000	2d6	19 [0]	2	12	13	13	15	12
3	8,000	3d6	19 [0]	3	12	13	13	15	12
4	16,000	4d6	17 [+2]	3	10	11	11	13	10
5	32,000	5d6	17 [+2]	4	10	11	11	13	10
6	64,000	6d6	17 [+2]	5	10	11	11	13	10
7	120,000	7d6	14 [+5]	6	8	9	9	10	8
8	250,000	8d6	14 [+5]	6	8	9	9	10	8
9	400,000	9d6	14 [+5]	7	8	9	9	10	8
10	600,000	9d6+1*	12 [+7]	8	6	7	8	8	6

*: Modifiers from CON no longer apply.

THACO: Indicates attack matrix row to use.

D: Death / poison; W: Wands; P: Paralysis / petrify;

B: Breath attacks; S: Spells / rods / staves.

READ MAGIC

Given an hour of solitude, an elf may read magical scripts and runes, as follows:

- **Scrolls:** The magical script of a scroll of arcane spells can be understood. The elf is then able to activate the scroll at any time in the future.
- **Spell books:** A spell book written by an arcane spell caster can be deciphered.
- **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.
- **Reading again:** Once the elf has read a magical inscription using this ability, they are thereafter able to read that particular text without using this ability again.

RESISTANCE TO DIVINE AID

There are no gods in Elfland and the gods of mortals are loath to aid its folk. If an elf is the subject of a beneficial divine spell, there is a 2-in-6 chance of it having no effect on the elf.

RUNES

Elves may be granted the use *elfrunes*—the secret, magical sigils guarded by the lords of Elfland. See *Elf Runes*, p64 for details on the elf runes.

At 1st level: An elf knows one randomly selected rune of lesser magnitude.

Subsequent levels: Upon gaining an experience level, an elf may journey into Fairy to treat with a fairy lord or lady, in order to be granted a new rune. Note that the exact rune granted cannot be selected by the petitioning character and there are occasions when the fairy lord or lady will refuse to grant any rune at all—an elf is not guaranteed to receive a new rune each level. While the elf journeys in Fairy, 2d20 days pass in the mortal world. At the referee's option, the fairy noble may require the character to perform some deed or quest in return for the granting of the rune.

VULNERABLE TO PURE IRON

As fairies, elves are vulnerable to iron weapons, suffering double damage on a successful hit.

UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful, by mortal standards. When interacting with mortals, an elf is treated as having a CHA score of at least 14 for any CHA check that is based purely on physical attractiveness.

AFTER REACHING 9TH LEVEL

An elf may establish a stronghold and domain in either the mortal world or Fairy. Elves and other fairies in the region may come to live under the character's rule.

DWD139: 87mm wide, 96mm high

Dolmenwood Knight

Warriors who serve a noble, doing their bidding and upholding their honour.

Requirements	Minimum CON 9, minimum DEX 9
Prime requisite	STR
Hit Dice	1d8
Maximum level	14
Armour	Chainmail, plate mail, shields
Weapons	Melee weapons
Languages	Alignment language, Woldish

Knights have a special rank in society, as vassals of a noble house (see *The Noble Houses of Dolmenwood*, p102). They receive great respect from common folk and are expected to exemplify the qualities of nobility, honour, and decency in all their deeds.

Player character knights are typically *knights-errant*—those who wander the land in pursuit of adventure to prove their chivalric virtues.

Social class: Knights are often members of the noble classes, but a person of lowlier origin may be initiated as a knight as a reward for noble deeds.

Liege: A player character knight may serve any of the lower noble houses of Dolmenwood (i.e. all houses excluding House Brackenwold, which rules all of Dolmenwood).

Alignment: A knight must have the same alignment as their liege.

Knighthood: Knights of 1st and 2nd level are known as “squires” and are not yet regarded as true knights. Upon reaching 3rd level, the character is knighted by their liege and gains the right to bear a coat of arms (typically emblazoned upon the knight’s shield).

Disfavour: A knight who displeases or dishonours their liege (this may include by changing alignment) may have their knighthood revoked. In this case, the character becomes a fighter of equivalent level. It may be possible to regain the liege’s favour (and thus the status of knighthood) by performing a special quest.

CHIVALRIC CODE

Knights are bound by a stringent code of honour, which they strive to uphold in all their deeds. See *The Code of Chivalry*. The repercussions for performing deeds at odds with the code of chivalry depend on the alignment of the knight and their liege:

Lawful or neutral: The knight brings dishonour upon their liege, thus risking disfavour (see above).

Chaotic: The knight is unlikely to bring dishonour upon their liege, whose reputation is already villainous. Unchivalrous deeds will, however, be perceived as besmirching the institution of knighthood. Other knights will hunt the chaotic knight and attempt to bring them to justice.

COMBAT

Knights are masters of heavily armoured, mounted combat, preferring the lance above all other weapons. They can use all melee weapons but cannot use missile weapons (they regard these as dishonourable). They can wear any metal armour but scorn non-metal armour as only suitable for peasants and villains.

Prowess of arms: Knights regard armour as a symbol of prowess and status, always favouring the most impressive and impervious-looking armour available.

HORSEMANSHIP

Mounted combat: Knights gain a +1 bonus to attack rolls when mounted.

Assessing steeds: Knights are expert riders and can assess the worth of any steed. This allows a knight to determine whether an animal has low, average, or high hit points for its type.

Urging great speed: From 5th level, a knight can urge their steed to great speed, increasing its movement rate by 30’ (10”) for up to 6 turns, once per day.

HOSPITALITY

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation (e.g. order, religion, noble house, etc.). A knight is expected to extend such hospitality in kind.

MONSTER SLAYER

From 5th level, a knight gains a +2 bonus to attack and damage rolls against monsters of greater than human size.

STRENGTH OF WILL

Knights gain a +2 bonus to saving throws against magic of fairy origin.

STRONGHOLD

Any time a knight of 3rd level or higher wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands. The permission of the knight’s liege is always required.

AFTER REACHING 9TH LEVEL

A knight may be granted a title such as Lord or Lady.

KNIGHT LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12
9	270,000	9d8	14 [+5]	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	4	5	6	5	8

*: Modifiers from CON no longer apply.

THACO: Indicates attack matrix row to use.

D: Death / poison; W: Wands; P: Paralysis / petrify;
B: Breath attacks; S: Spells / rods / staves.

The Code of Chivalry

- ▶ A knight must behave honourably in all deeds.
- ▶ A knight's honour is of utmost importance. Death is preferable to dishonour.
- ▶ Loyal service of one's liege is the greatest honour.
- ▶ A knight must seek out glory in battle—especially in single combat.
- ▶ Any in the knight's charge must be defended to the death.
- ▶ The hierarchy that binds society must be upheld. Superiors should be honoured, equals respected, inferiors commanded, and the ignoble scorned.

A Note on Gender

While orders of knights in the real world only accepted men, such restrictions do not exist in Dolmenwood.

DWD140: 87mm wide, 70mm high

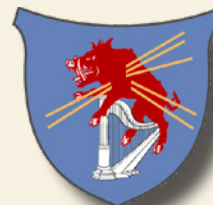
The Lower Houses of Dolmenwood



1. Guillefer [N]



2. Harrowmoor [L]



3. Hogwarsh [N]



4. Malbleat [C]



5. Mulbreck [L]



6. Murkin [C]



7. Nodlock [N]



8. Ramius [N]

Friar

Wandering monastics who spread the gospel of the One True God.

Requirements	None
Prime requisite	WIS
Hit Dice	1d4
Maximum level	14
Armour	None
Weapons	Club, dagger, staff, sling
Languages	Alignment language, Woldish, Liturgic

Friars are monks or nuns who have taken to a life of wandering, doing good wherever they can. They are only loosely affiliated with the Church and are viewed as being outside the strict religious hierarchy of the clergy. Friars are thus beloved by the common folk, whom they often aid where the Church does not.

Alignment: As servants of the Church, friars may only be lawful or neutral.

ARMOUR OF FAITH

Friars gain a +2 bonus to Armour Class, due to the divine blessing of the One True God. At 4th level, the bonus increases to +3 and at 8th level to +4.

COMBAT

Friars may only use simple weapons (club, dagger, staff, sling) and may not wear armour or use shields.

Culinary Implements

A friar can employ a frying pan, cured sausage, or even a ham shank as an improvised club (1d4 damage).



DIVINE MAGIC

See *Old-School Essentials* for full details on divine magic.

Holy symbol: A friar must carry a holy symbol (see *Adventuring Gear* in *Old-School Essentials* and *New Equipment*, p76).

Deity disfavour: Friars must be faithful to the tenets of their alignment and religion. Friars who fall from favour with their deity may incur penalties.

Magical research: A friar of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a friar reaches 9th level, they are also able to create magic items.

Spell casting: A friar may pray to receive spells. The power and number of spells available to a friar are determined by the character's experience level. The list of spells available to friars is found in *Old-School Essentials* (friars have the same spell selection as clerics).

Reversed spells: As followers of a lawful religion, friars' use of reversed spells is regarded as heretical.

Using magic items: As spell casters, friars can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

FORAGING

A party with a friar has a 2-in-6 chance of successfully finding edible plants or fungi while travelling. (See *Wilderness Adventuring* in *Old-School Essentials*.)

HERBALISM

In the hands of a friar, a single dose of a herb (see *Mushrooms and Herbs*, p86) is sufficient for 2 subjects. (This does not apply to herbs used to combat monsters, such as wolfsbane.)

POVERTY

Due to their monastic vows, a friar may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Furthermore, a friar must dress in a simple monastic's habit and must cut their hair in a traditional tonsure.

A Note on Gender

While orders of friars in the real world only accepted men, such restrictions do not exist in Dolmenwood.

FRIAR LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d4	19 [0]	11	12	14	16	15	1	–	–	–	–
2	1,750	2d4	19 [0]	11	12	14	16	15	2	–	–	–	–
3	3,500	3d4	19 [0]	11	12	14	16	15	2	1	–	–	–
4	7,000	4d4	19 [0]	11	12	14	16	15	2	2	–	–	–
5	15,000	5d4	17 [+2]	9	10	12	14	12	2	2	1	1	–
6	30,000	6d4	17 [+2]	9	10	12	14	12	2	2	2	1	1
7	60,000	7d4	17 [+2]	9	10	12	14	12	3	3	2	2	1
8	120,000	8d4	17 [+2]	9	10	12	14	12	3	3	3	2	2
9	240,000	9d4	14 [+5]	6	7	9	11	9	4	4	3	3	2
10	360,000	9d4+1*	14 [+5]	6	7	9	11	9	4	4	4	3	3
11	480,000	9d4+2*	14 [+5]	6	7	9	11	9	5	5	4	4	3
12	600,000	9d4+3*	14 [+5]	6	7	9	11	9	5	5	5	4	4
13	720,000	9d4+4*	12 [+7]	3	5	7	8	7	6	5	5	5	4
14	840,000	9d4+5*	12 [+7]	3	5	7	8	7	6	6	5	5	5

*: Modifiers from CON no longer apply.

THACO: Indicates attack matrix row to use.

D: Death / poison; W: Wands; P: Paralysis / petrify;
B: Breath attacks; S: Spells / rods / staves.

TURNING THE UNDEAD

A friar can invoke the power of the One True God to repel undead monsters. To turn the undead, the player rolls 2d6. The referee then consults the *Turning the Undead* table, comparing the roll against the Hit Dice of the type of undead monsters targeted.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Successful Turning

If the turning succeeds, the player must roll 2d6 again to determine the number of Hit Dice affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the friar.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead monster will always be affected on a successful turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest Hit Dice are affected first.

TURNING THE UNDEAD

Level	Hit Dice of Monster Type†							
	1	2	2*	3	4	5	6	7–9
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

*: 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating in the monster description).

†: At the referee's option, the table may be expanded to include more powerful types of undead monsters.

AFTER REACHING 9TH LEVEL

A friar may establish a monastery. So long as the friar is currently in favour with the Church, construction will be funded from the Church's coffers.

Once a monastery is established, 1d6 × 10 friars of level 1–2 will come to live in the monastery under the tutelage of the character. The friar is then granted the title of abbot (abbess).

Grimalkin

Mercurial feline fairies who shift between three different forms.

Demihuman Class (Fairy)

Requirements	Minimum INT 9
Prime requisite	DEX
Hit Dice	1d6
Maximum level	10
Armour	Humanoid form: any appropriate to size, including shields; otherwise none
Weapons	Humanoid form: any appropriate to size; otherwise none
Languages	Alignment language, Woldish, Mewl

Grimalkin adventurers are capable warriors, often underestimated due to their small size. They also have a number of innate abilities which mortals regard as magical, including the powers of shape-shifting for which they are renowned. A grimalkin's normal form—known as its *estray* form—is that of a humanoid cat, wearing clothing, speaking, and walking upright.

See *About Grimalkins*, p22 for more details on the grimalkin race.

CHESTER

A grimalkin can transform into a fat domestic cat, known as their *chester* form. This transformation takes 1d6 rounds. The following applies when in chester:

Dull-witted: The character's Intelligence score is halved. They can understand language, but can only respond in yowls and meows.

Combat: The character has AC 7 [12], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each attack inflicts 1 point of damage.

Class abilities: In chester, a grimalkin cannot wield weapons, pick locks, or use glamours.

Equipment: All equipment carried is transformed with the character, effectively vanishing, but reappearing upon the character's return to their humanoid form.

Changing back: The character changes back at dawn.

COMBAT

Grimalkins can use shields and all types of armour, but armour must be tailored to their small size. Likewise, grimalkins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.



DEFENSIVE BONUS

In combat with larger-than-human creatures, grimalkins gain a +2 AC bonus, due to their small size.

GLAMOURS

Grimalkins are able to make use of a number of minor magical abilities known as *glamours* (see p68). The number of glamours known is determined by the character's level as shown in the *Grimalkin Level Progression* table. Known glamours are determined randomly. Glamours may be used any number of times per day. (Though mortals regard these abilities as "magic", grimalkins do not view them as such.)

GRIMALKIN LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Glamours	Pick Locks	Saving Throws				
						D	W	P	B	S
1	0	1d6	19 [+0]	1	20%	11	12	14	16	15
2	2,750	2d6	19 [+0]	2	25%	11	12	14	16	15
3	5,500	3d6	19 [+0]	3	30%	11	12	14	16	15
4	11,000	4d6	19 [+0]	3	35%	11	12	14	16	15
5	22,000	5d6	17 [+2]	4	40%	9	10	12	14	12
6	44,000	6d6	17 [+2]	5	45%	9	10	12	14	12
7	90,000	7d6	17 [+2]	6	50%	9	10	12	14	12
8	180,000	8d6	17 [+2]	6	60%	9	10	12	14	12
9	360,000	9d6	14 [+5]	7	70%	7	8	10	12	10
10	510,000	9d6+1*	14 [+5]	7	80%	7	8	10	12	10

*: Modifiers from CON no longer apply.

THACO: Indicates attack matrix row to use.

D: Death / poison; W: Wands; P: Paralysis / petrify;

B: Breath attacks; S: Spells / rods / staves.

IMMORTALITY

Grimalkins can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by magical diseases. Grimalkins also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

PICK LOCKS

A grimalkin's dexterous hands and affinity for puzzles lend it some ability at picking locks (using thieves' tools, see *Adventuring Gear* in *Old-School Essentials*). The chance of success is indicated in the *Grimalkin Level Progression* table. If the roll fails, the grimalkin must gain an experience level before trying the same lock again.

RAT-CATCHING

Like all of cat-kind, grimalkins delight in the catching and consuming rodents. When a grimalkin eats a freshly killed *giant* rodent (this takes 1 turn), their current hit points are increased by the rodent's Hit Dice. It is even possible for the grimalkin's hit points to go above their normal maximum by up to 4 points. If the grimalkin is in their humanoid form, there is a 1-in-8 chance of entering chester.

Fur Balls

When a grimalkin has gained hit points above their normal maximum by consuming rodents, they may choose to sacrifice one or more of the extra hit points to spew up a violent stream of congealed fur, spittle, and bones. This takes one round of retching, after which all creatures in a 30' line are bombarded by the noisome fur balls and suffer 1d6 damage per sacrificed hit point. A save versus breath is allowed for half damage.

VULNERABLE TO PURE IRON

As fairies, grimalkins are vulnerable to iron weapons, suffering double damage on a successful hit.

WILDER

A grimalkin who is in battle and near death (less than one-third hit points) may transform into a near-invisible, primal fey form, known as *wilder*. The transformation requires one round. The following applies when in wilder:

Fey chaos: The character's memories are suppressed and they cannot distinguish friend from foe, indiscriminately attacking the nearest creature.

Primal strength: The character gains 2d6 hit points and a +2 bonus to attack rolls.

Veiled in darkness: Only the grimalkin's deranged, predatory eyes are visible in wilder. Those who can perceive the invisible or see in darkness discern a stocky feline form, 3' high at the shoulder, with a bulky head, a leering mouth, and fur standing on end, as if electrified. Opponents who cannot perceive the invisible or see in darkness have a -2 penalty to attacks against the character.

Combat: The character has AC 6 [13], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each inflicts 1d4 damage.

Class abilities: In wilder, the character cannot wield weapons, pick locks, or use glamours.

Equipment: All equipment carried is transformed with the grimalkin, effectively vanishing, but reappearing upon the character's return to their humanoid form.

After 2d4 rounds: The character disappears into Fairy. After 1d6 days spent wandering strange paths in Fairy, the grimalkin spontaneously reappears in their humanoid form, in the presence of their companions.

AFTER REACHING 9TH LEVEL

A grimalkin may construct a manse or secret lair in the mortal world or Fairy. 2d6 apprentice grimalkins of 1st level will apply to train under the PC.

Hunter

Adventurers who are at home in the wilds of the forest, hunting for food or trophies. Expert trackers, stalkers, and killers.

Requirements	Minimum CON 9, minimum WIS 9
Prime requisite	DEX
Hit Dice	1d8
Maximum level	14
Armour	Leather, shields
Weapons	Any
Languages	Alignment language, Woldish

A hunter is an invaluable member of any party which travels deep into Dolmenwood due to their knowledge of life in the wilds.

ANIMAL COMPANION

A hunter may attempt to forge a bond with an animal. If the bond is successfully established, the animal becomes the hunter's loyal companion.

Requirements

One companion: A hunter may have but a single animal companion. If a companion dies or is dismissed, the hunter may attempt to forge a connection with a new animal.

Type of animal: Both wild and domestic animals may be companions. Giant or magical animals may become a hunter's companion at the referee's discretion. Animal species of human level intelligence are not suitable.

Hit Dice: An animal companion may not have higher Hit Dice than the hunter's level.

Establishing a Connection

The hunter must approach the animal in a peaceful manner. The referee makes a reaction roll (with a +1 bonus and the character's normal CHA modifier). If the result is 8 or greater, the animal becomes the hunter's companion.

Companion's Behaviour

Once a connection is successfully established, the animal companion will follow the hunter everywhere. It understands basic commands from the hunter (even if its species would not normally do so). The companion will fight to defend the hunter, never checking morale.

AWARENESS

Hunters are only surprised on a roll of 1. This may mean that a hunter is able to act in the surprise round while their companions are surprised.

DWD134: 87mm wide, 132mm high

COMBAT

Hunters can use any type of weapon, but may only wear leather armour, due to their need for stealth. They may use shields.

HUNTING

A party that includes a hunter has a 5-in-6 chance of encountering prey when hunting. (See *Wilderness Adventuring* in *Old-School Essentials*.)

STEALTH

In the wilderness, a hunter has a 3-in-6 chance of hiding and a 3-in-6 chance of moving silently.

HUNTER LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,250	2d8	19 [0]	12	13	14	15	16
3	4,500	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12
9	270,000	9d8	14 [+5]	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	4	5	6	5	8

*: Modifiers from CON no longer apply.
THACO: Indicates attack matrix row to use.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify;
B: Breath attacks; **S:** Spells / rods / staves.

TRACKING

Hunters know how to read the subtle signs left by a creature's passage through the natural environment and are able to identify and follow tracks. The chance of success depends on the conditions and the character's level, as shown in the *Tracking Chance of Success* table.

Tracking Success Modifiers

Soft/hard ground: +20% to –50%.

Size of tracked group: +2% per creature beyond the first.

Passing through area where other tracks mingle: –50%.

Age of tracks: –5% per 12 hours.

Rainfall: –25% per hour.

Efforts made to hide tracks: –25%.

TRACKING CHANCE OF SUCCESS

Level	Tracking
1	50%
2	60%
3	70%
4	75%
5	80%
6	85%
7	90%
8	95%
9	100%
10+	110%

TROPHIES

After hunting down (i.e. tracking, ambushing, or chasing) and slaying a creature, a hunter may take a trophy from it (e.g. a stag's antlers, the tooth of a wyrm, etc.). As long as the trophy is either on the hunter's person or mounted in their home, it acts as a charm: the hunter gains a +1 bonus to attack rolls against other creatures of the same type and a +1 bonus to saving throws against their special attacks.

WAYFINDING

If the referee determines that a party that includes a hunter gets lost in forests, mountains, or marshes, the hunter has a 3-in-6 chance of finding the path again.

AFTER REACHING 9TH LEVEL

A hunter may establish a lodge in the wilderness. 2d4 hunters of 1st level will find their way to the lodge to serve the character.

DWD141: 87mm wide, 120mm high

Minstrel

Musicians and poets drawn to a life of wandering and adventure.

Requirements	Minimum INT 9
Prime requisite	CHA, DEX
Hit Dice	1d6
Maximum level	14
Armour	Leather, chainmail, no shields
Weapons	Club, crossbow, dagger, short bow, short sword, sling, staff, sword
Languages	Alignment language, Woldish

Worldly and well-travelled, minstrels are storehouses of folklore and hearsay. Their music and songs are woven with magic, which can both protect and beguile.

Prime requisites: A minstrel with at least 13 CHA and DEX gains a 5% bonus to experience. A minstrel with a score of 16 or higher in one prime requisite and a 13 or higher in the other gains a 10% bonus.

ANTI-CHARM

While the minstrel plays music and sings, allies within 30' are immune to song-based magical effects and the beguiling powers of fairies. Allies already under the effect of such magic gain another saving throw with a +4 bonus.



COMBAT

Minstrels can use leather armour or chainmail but do not have the training required to use plate mail or shields. They can use a range of simpler weapons (club, crossbow, dagger, short bow, short sword, sling, staff, sword).

ENCHANTMENT

By playing music and singing, the minstrel can fascinate subjects in a 30' radius. This ability cannot be used in combat.

Number of subjects: Up to 2 HD of creatures per level of the minstrel are affected. The minstrel may choose to target a specific individual or a group (in which case, the affected individuals are determined randomly).

Types of subjects: At 1st level, the minstrel can fascinate mortal persons. At 4th level, animals may also be affected. At 7th level, monsters and fairies may be affected.

Effect: Each subject must save versus spells or be fascinated, as follows:

- **Rapt:** Fascinated subjects' attention is fully bent on the minstrel's performance, as long as it continues.
- **Follow:** The minstrel may walk while playing. Fascinated subjects will follow.
- **Interruptions:** If the performance is interrupted (e.g. by loud noise or violence), the fascination ends immediately.

Charming Fascinated Subjects

If the minstrel performs for at least one turn and the performance ends without interruption, fascinated subjects may be placed under a deeper charm. Each subject must make another save versus spells (with a +2 bonus) or be charmed for one turn per level of the minstrel:

Friendship: Charmed subjects regard the minstrel as a trusted friend and ally and will come to the minstrel's defence.

Commands: If they share a language, charmed subjects will obey the minstrel's commands.

Alignment: Commands that contradict the charmed creature's nature or alignment may be ignored.

Suicidal commands: Charmed subjects never obey suicidal or obviously harmful orders.

LORE

From 2nd level, a minstrel has a 2-in-6 chance of knowing lore pertaining to monsters, magic items, or heroes of folktale or legend. This ability may be used to identify the nature and powers of magic items.

MINSTREL LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,700	2d6	19 [0]	13	14	13	16	15
3	3,500	3d6	19 [0]	13	14	13	16	15
4	7,000	4d6	19 [0]	13	14	13	16	15
5	14,000	5d6	17 [+2]	12	13	11	14	13
6	28,000	6d6	17 [+2]	12	13	11	14	13
7	60,000	7d6	17 [+2]	12	13	11	14	13
8	120,000	8d6	17 [+2]	12	13	11	14	13
9	240,000	9d6	14 [+5]	10	11	9	12	10
10	320,000	9d6+1*	14 [+5]	10	11	9	12	10
11	440,000	9d6+2*	14 [+5]	10	11	9	12	10
12	560,000	9d6+3*	14 [+5]	10	11	9	12	10
13	680,000	9d6+4*	12 [+7]	8	9	7	10	8
14	800,000	9d6+5*	12 [+7]	8	9	7	10	8

*: Modifiers from CON no longer apply.

THACO: Indicates attack matrix row to use.

D: Death / poison; W: Wands; P: Paralysis / petrify;
B: Breath attacks; S: Spells / rods / staves.

MINSTREL SKILLS

Minstrels can use the following skills, with the chance of success shown in the *Skills Chance of Success* table.

Hear noise (HN): In a quiet environment (e.g. not in combat), a minstrel may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

Pick pockets (PP): If the victim is above 5th level, the minstrel's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters*, in *Old-School Essentials*).

Read languages (RL): A minstrel can read non-magical texts in unknown languages (including dead languages and basic codes). If the roll does not succeed, the minstrel may not try to read that particular text again until they reach a higher level of experience.

SKILLS CHANCE OF SUCCESS

Level	HN	PP	RL
1	1-2	20	40
2	1-2	25	50
3	1-3	30	60
4	1-3	35	70
5	1-3	40	80
6	1-3	45	82
7	1-4	55	84
8	1-4	65	86
9	1-4	75	88
10	1-4	85	90
11	1-5	95	90
12	1-5	105	90
13	1-5	115	90
14	1-5	125	90

Rolling Skill Checks

Hear noise: Is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Other skills: All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hear noise on the player's behalf, as the minstrel does not immediately know if the attempt was successful.

DWD179: 87mm wide, 58mm high

SCROLL USE

A minstrel of 6th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

AFTER REACHING 11TH LEVEL

A minstrel can establish a manor. 2d6 apprentice minstrels of 1st level will come to study under the character.

Moss Dwarf

Stocky demihumans who dwell in the dank reaches of the Wood.
As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.

Demihuman Class (Mortal)

Requirements	Minimum STR 9
Prime requisite	CON and WIS
Hit Dice	1d6
Maximum level	8
Armour	Leather, cork, pinecone, coat of rings, shields
Weapons	Small or normal sized
Languages	Alignment language, Woldish, Mulch, the secret tongue of squeaking mammals

Moss dwarf adventurers have a number of useful abilities related to plants and fungi. They also possess minor magical abilities known as *knacks*.

See *About Moss Dwarfs, p26* for more details on the moss dwarf race.

Prime requisites: A moss dwarf with at least 13 in one prime requisite gets +5% to XP. If both CON and WIS are 16 or higher, the character gets a +10% bonus.

COMBAT

Moss dwarfs may wear any non-metal armour (they find cladding themselves in metal distasteful) or a coat of rings (see *New Equipment, p76*—the only metal armour they will wear). Due to their short height, moss dwarfs can only use small or normal sized weapons. They cannot use long-bows or two-handed swords.

DWD180: 87mm wide, 80mm high

FERTILE FLESH

As a moss dwarf advances in level, their dank, fertile flesh picks up seeds and spores which germinate into symbiotic plants and fungi. At each experience level (including 1st), the character acquires a random trait from the *Fertile Flesh* table. Duplicates may be re-rolled or taken to indicate an amplification of the trait.

FERTILE FLESH

d20 Infestation

- | | |
|----|--|
| 1 | Outer parts of ears replaced by jelly fungus |
| 2 | Patches of lichen |
| 3 | Dainty flowers bloom in the beard in springtime |
| 4 | Yeast infections in moist places |
| 5 | Toadstools growing from joints |
| 6 | Covered in slimy, green jelly |
| 7 | Miniature tree growing from ear |
| 8 | Skin riddled with mycelia |
| 9 | Eyes fur over with transparent, yellow mould |
| 10 | Edible toe cheese |
| 11 | Growths of woody, bracket fungus in the armpits |
| 12 | Mossy feet |
| 13 | Climbing vines wrapped around limbs and torso |
| 14 | Radical fern growth around groin |
| 15 | Mossy biceps |
| 16 | Puffball growths around the buttocks and knees |
| 17 | Parsley chest hair |
| 18 | Blackberry brambles tangled in the hair |
| 19 | Edible mushrooms growing in hair |
| 20 | Partially sentient mushroom growing from the crown of the head |

FORAGING

A party with a moss dwarf has a 2-in-6 chance of successfully finding edible plants or fungi while travelling. (See *Wilderness Adventuring* in *Old-School Essentials*.)

FUNGAL IMMUNITY

Moss dwarfs are unaffected by the harmful effects of fungal poisons or spores.

MOSS DWARF LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,200	2d6	19 [0]	8	9	10	13	12
3	4,400	3d6	19 [0]	8	9	10	13	12
4	8,800	4d6	17 [+2]	6	7	8	10	10
5	17,000	5d6	17 [+2]	6	7	8	10	10
6	35,000	6d6	17 [+2]	6	7	8	10	10
7	70,000	7d6	14 [+5]	4	5	6	7	8
8	140,000	8d6	14 [+5]	4	5	6	7	8

THACO: Indicates attack matrix row to use.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify;
B: Breath attacks; **S:** Spells / rods / staves.

FUNGAL SYMBIOSIS

A moss dwarf of 4th level or higher may spend one turn to attempt to enter into a symbiotic agreement with a monstrous fungus:

- **Hit Dice limit:** The fungus must be non-hostile and be of Hit Dice no higher than the moss dwarf's level minus 3 (e.g. a 4th level moss dwarf is limited to symbiosis with fungi of 1HD or less).
- **Once per fungus:** Entering into a symbiotic agreement may be attempted only once per fungus.
- **Chance of success:** To determine whether the symbiosis is successful, the player must roll a save versus spells. If the save succeeds the symbiotic pact is agreed.
- **Successful symbiosis:** Spores from the fungus become integrated into the dwarf's body, blooming after 1d4 days into fungal growths throughout the skin and organs. A dwarf in this state may activate any special attack forms of the mushroom, including magical abilities. The dwarf is immune to any harmful effects, but suffers 1d6 damage due to the great effort expended.
- **One symbiosis only:** It is not possible to initiate simultaneous symbiosis with multiple fungi, and the only way to reverse or cancel a symbiosis is by use of magic which destroys fungus (e.g. *cure disease*) or cancels mutation.

KNACKS

Moss dwarfs practice carefully guarded, quasi-magical disciplines known as *knacks*. Each moss dwarf knows one knack, determined at character creation. The abilities granted by the knacks are described on **p70**, along with a table to randomly determine which knack an individual moss dwarf possesses. (At the referee's discretion, the player may be allowed choose, instead of rolling.)

LISTENING AT DOORS

Moss dwarfs have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).



PLANT SPEECH

At 3rd level, a moss dwarf is able to ask questions of plants and fungi. Each individual plant, mushroom, or colony of mould may be asked a single question each day and may respond with one word.

AFTER REACHING 8TH LEVEL

A moss dwarf may construct a stronghold as the foundation of a new moss dwarf community. The stronghold must either be delved into the earth or be constructed of plant or fungal matter. Once the stronghold is complete, moss dwarfs will come from the surrounding area to live under the leadership of the PC.

Woodgrue

Bat-faced demi-fey goblins, known for their love of music, revelry, and arson.

Demihuman Class (Demi-Fey)

Requirements	Minimum DEX 9
Prime requisite	CHA
Hit Dice	1d6
Maximum level	10
Armour	Any appropriate to size, including shields
Weapons	Club, dagger, hand axe, short bow, short sword, sling
Languages	Alignment language, Woldish, Sylvan

Woodgrues' excellent hearing, skill at hiding, and ability to see in darkness make them excellent scouts and lookouts. Additionally, their capricious enchanted songs bring an element of anarchic humour into any adventuring group.

See *About Woodgrues*, p28 for more details on the woodgrue race.

CODE OF HOSPITALITY

Like other goblins, woodgrues are bound to ancient rites of hospitality and charity. If a woodgrue is invited into a place by way of handwritten invitation or swearing an oath of good behaviour, they are unable to use their mad revelry abilities while within the place.

COMBAT

Woodgrues can use all types of armour, but it must be tailored to their small size. They may only use simple weapons of small size (see list above).

Musical Instruments

A woodgrue can employ a musical instrument as an improvised club (1d4 damage).

COMPULSIVE JUBILATION

A woodgrue who witnesses a party, feast, celebration, or festival must partake; they are utterly compelled with every fibre of their being. If, for some reason, a woodgrue wishes to resist this compulsion, they may save versus paralysis (but will feel drained and downtrodden for the length of the engagement).

DARK VISION

A woodgrue can see normally in darkness, viewing the world as though it glows in faint moonlight.

DEFENSIVE BONUS

Due to their small size, woodgrues gain a +2 AC bonus when attacked by large opponents (greater than human-sized).

HIDING

A woodgrue who hides in the woods or in shadows has a 3-in-6 chance of going unnoticed.

Hiding Objects

Given a minute, a woodgrue may hide a small object (1' around or smaller) in a cunning location. The rules for finding secret doors apply to attempts to locate the item (see *Dungeon Adventuring* in *Old-School Essentials*).

LISTENING AT DOORS

Woodgrues have a 3-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).



WOODGRUE LEVEL PROGRESSION

Level	XP	Hit Dice	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	12	14	16	14
2	2,000	2d6	19 [0]	13	12	14	16	14
3	4,000	3d6	19 [0]	13	12	14	16	14
4	8,000	4d6	19 [0]	13	12	14	16	14
5	16,000	5d6	17 [+2]	11	10	11	14	11
6	32,500	6d6	17 [+2]	11	10	11	14	11
7	65,000	7d6	17 [+2]	11	10	11	14	11
8	130,000	8d6	17 [+2]	11	10	11	14	11
9	250,000	9d6	14 [+5]	8	7	9	11	9
10	400,000	9d6+1*	14 [+5]	8	7	9	11	9

*: Modifiers from CON no longer apply.

THACO: Indicates attack matrix row to use.

D: Death / poison; W: Wands; P: Paralysis / petrify;

B: Breath attacks; S: Spells / rods / staves.

MAD REVELRY

Once per day per level of experience, a woodgrue may play one of the listed enchanted melodies on a woodwind instrument while dancing terribly and hooting like a barn animal being skinned alive.

Subjects: All within 60' hearing the melody (this includes allies!) must save versus spells or be afflicted by its magic.

Fairies and demi-fey: Gain a +2 bonus to the save.

Duration: The effects of the melody last as long as the woodgrue keeps playing. While playing, the woodgrue may move but cannot attack or perform other actions. If the woodgrue is hit in combat, they stop playing.

Enchanted Melodies

Confide: Subjects speak in a slurred voice, confessing some deeply hidden emotion or revealing an ally's secret.

Dance: Subjects begin dancing a profane, nonsensical jig. Those affected gain a +1 bonus to AC, but cannot move from the spot where they dance.

Imbibe: Subjects ravenously consume any liquids (potable or not), herbs, mushrooms, and such like that are available and proceed to act as though drunk, suffering -2 penalty to attack rolls until the revelry ends.

Jape: Subjects mock the immediately preceding occurrence, be it a deed of words or acts.

Jubilate: Subjects burst into irrepressible laughter, preventing them from speech. There is a 1-in-6 chance each round of falling prone in a laughing fit.

Mount: Subjects attempt to mount a nearby creature, be it friend or foe, and ride it piggyback. If the mounted creature is unwilling, it can buck the rider off, dealing 1d4 damage.

Revel: Subjects cannot speak; instead they bark out terrible scats of sound, in an attempt to keep up with the woodgrue's maddening melodies. Movement speed is halved if subjects are not headed in the direction of the woodgrue.

Strip: Subjects remove clothing and armour.

VULNERABLE TO PURE IRON

As demi-fey, woodgrues suffer 1 extra point of damage when hit with iron weapons (e.g. an iron short sword would inflict 1d6+1 damage on a woodgrue, rather than the standard 1d6).

WOODWINDING

Woodgrues can communicate on the winds by blowing a tune upon a woodwind instrument. Such communications can be heard by all other woodgrues (as well as retainers of the woodgrue piping the message) within a number of miles equal to the woodgrue's level.

AFTER REACHING 9TH LEVEL

A woodgrue may construct a manse or secret lair. 2d6 1st level woodgrues from the surrounding region will congregate around the PC, accepting them as their master.



Standard Classes

The role of standard Old-School Essentials classes in Dolmenwood.

ACROBAT

Acrobatic performers frequent the markets and plazas of Castle Brackenwold, Prigwort, and Lankshorn. Those of a larcenous or adventurous persuasion may venture deeper into Dolmenwood as members of adventuring parties.

ASSASSIN

The services of trained assassins are seldom called for in a region such as Dolmenwood, situated on the edge of the wilds. Assassins whose main livelihood is from adventuring may be found in the region, however.

The Assassins' Guild: Organised guilds of assassins tend to exist only where there are enough clients for them to make a living. In Dolmenwood, only Castle Brackenwold—with its profusion of backbiting nobles—is of sufficient size and may support a small assassins' guild if the referee wishes it.

BARBARIAN

No barbarian cultures exist within Dolmenwood, but characters of this class may be travellers from distant realms.

BARD

The druid cult with which bards are allied has no presence in Dolmenwood. Characters of this class may be outsiders attempting to reclaim Dolmenwood from the clutches of the Drune.

Minstrels: The minstrel class on *p44* is a Dolmenwood variant of the bard, tailored to the setting.



CLERIC

Clerics in Dolmenwood are representatives of the Church and the divine might of the One True God. Some are granted a writ of self-determination, allowing them to roam freely and carry out the will of God as they see fit.

Alignment: As servants of the Church, clerics may only be lawful or neutral.

Reversed spells: As followers of a lawful religion, clerics' use of reversed spells is regarded as heretical.

Clerical orders: Cleric characters may be allowed to join one of the following holy orders which operate within Dolmenwood.

► **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.

DEMIHUMANS

The standard demihumans (elves, halflings, gnomes, etc.) described in *Old-School Essentials* do not dwell within Dolmenwood and their absence in the region is an important aspect of the setting's special atmosphere. Standard demihuman races encountered in Dolmenwood may be travellers from distant lands.

Dolmenwood demihumans: The elf, grimalkin, moss dwarf, and woodgrue classes are Dolmenwood-specific demihuman classes, tailored to the setting.

DRUID

The druid cult has no presence in Dolmenwood. Characters of this class may be outsiders attempting to reclaim Dolmenwood from the clutches of the Drune.

FIGHTER

As in all cultures, people who make a living by strength of arm and skill at battle are common in Dolmenwood.



ILLUSIONIST

Wizards of all stripes are drawn to Dolmenwood by the profusion of arcane energies which permeate the place. Illusionists are therefore more commonly encountered in Dolmenwood than in the regions beyond.

The Enchanters' Guild: A number of illusionists are affiliated with the guild of enchanters, whose wards and charms guard the premises of those who can afford their exorbitant fee. The guild is based in Castle Brackenwold.

KNIGHT

Knights serve the noble houses of Dolmenwood, upholding the honour of their lords and ladies. The knight class from *Old-School Essentials Advanced Fantasy* has features which make it not entirely suited to Dolmenwood, but the class could be used for knightly characters hailing from beyond the Wood.

Dolmenwood knights: The Dolmenwood knight class on *p36* is a Dolmenwood variant of the knight, tailored to the setting.

MAGIC-USER

Wizards of all stripes are drawn to Dolmenwood by the profusion of arcane energies which permeate the place.

The Enchanters' Guild: A number of magic-users are affiliated with the guild of enchanters, whose wards and charms guard the premises of those who can afford their exorbitant fee. The guild is based in Castle Brackenwold.

The Royal Institute of Physicks and Sorcerers: The College of the Royal Institute in Castle Brackenwold is the respectful face of arcane magic in the Dolmenwood region. Where the activities of other sorcerous cults (e.g. the Drune, the witches) are frowned upon by the Church, the Royal Institute is sanctioned as its ally.

PALADIN

Paladins may be servants of the One True God or of other religions from beyond Dolmenwood. Those who serve the One True God are most likely members of the Order of St Sedge (see *Cleric*).

RANGER

The secret society of rangers is not prevalent in Dolmenwood. Characters of this class may be outsiders attempting to make inroads into Dolmenwood, possibly contesting the forces of Chaos which throng around the Nag Lord in the north of the Wood.

Hunters: The hunter class on *p42* is a non-magical Dolmenwood variant of the ranger, tailored to the setting.

THIEF

As in all cultures, people who live by their skills of subterfuge and stealth are common in Dolmenwood.

The Thieves' Guild: Organised thieves' guilds have some presence in all larger settlements in Dolmenwood and may be sought out by those who wish to join their ranks or solicit their services.



Part Four

Separate Race and Class

This section presents rules for creating characters by selecting race and class separately, for players who prefer this method of character creation. Five races are available in the Dolmenwood setting: the wilful elf, the mercurial grimalkin, the passionate human, the sagacious moss dwarf, and the reckless woodgrue.

Character Creation Procedure

Guidelines for those who prefer their characters Advanced-style.

ADVANCED-STYLE CHARACTER CREATION

Some players prefer to be able to select their character's race and class separately. This produces a greater range of character options, but entails a lengthier character creation process and somewhat dilutes the unique flavour of the different races.

If the group allows this optional rule in their games, each player may decide individually whether to create their character by selecting a class alone or by selecting race and class separately.

Character Creation Procedure

If selecting character race and class separately, the following procedure should be used:

1. **Choose a race:** Choose one of the races in this section, bearing in mind their ability score requirements.
2. **Apply ability score modifiers:** Some races list ability score modifiers. Once you have chosen a race, adjust your character's ability scores as indicated. Bonuses that would raise an ability score above 18 or penalties that would lower it below 3 are ignored.
3. **Choose a class:** The selected race determines the classes that are available to choose from. Also bear in mind the ability score requirements of some classes.

Native Languages

When choosing race and class separately, the character's native languages are determined purely by the race. The languages listed in the class should be ignored.

Demihuman Class and Level Restrictions

Not all races are equally suited to every character class. The *Demihuman Class and Level Limits* table summarizes the classes that may be selected by characters of each demihuman race, as well as the maximum level to which characters of that race and class may rise. Restrictions to class and maximum level represent a race's suitability to different adventuring professions.

Racial class and level limits also work as a balancing factor in the rules, offsetting the extra abilities granted by demihuman races with strict limits on class choice and level advancement.

STANDARD RACES

The standard demihumans (elves, halflings, gnomes, etc.) described in *Old-School Essentials* do not dwell within Dolmenwood and their absence in the region is an important aspect of the setting's special atmosphere. Standard demihuman races encountered in Dolmenwood may be travellers from distant lands.

DEMIHUMAN CLASS AND LEVEL LIMITS

Race	Acrobat	Assassin	Druid	Fighter	Hunter	Illusionist	Magic-User	Minstrel	Thief
Elf	10th	10th	–	11th	11th	11th	11th	11th	10th
Grimalkin	9th	9th	–	6th	8th	8th	8th	9th	10th
Moss dwarf	–	–	6th*	8th	6th	–	–	6th	6th
Woodgrue	9th	–	–	6th	8th	8th	8th	10th	9th

*: If the referee allows the druid class in Dolmenwood.



Dolmenwood Elf

Ageless fairies who have crossed over into the mortal world for reasons that they seldom reveal.

Race type	Fairy
Requirements	Minimum DEX 9, minimum INT 9
Ability modifiers	+1 CHA, –1 CON
Languages	Alignment language, Woldish, Sylvan, High Elfish

Elves have naturally keen senses and, as natives of Fairy, are blessed with innate abilities which mortals regard as magical—not least of which their immortal lifespan. However, they also suffer from a number of drawbacks, including their vulnerability to pure iron.

See *About Elves*, p20 for more details on the elfish race.

CLASSES AND MAXIMUM LEVEL

- ▶ **Acrobat:** 10th level
- ▶ **Assassin:** 10th level
- ▶ **Fighter:** 1th level
- ▶ **Hunter:** 11th level
- ▶ **Illusionist:** 11th level
- ▶ **Magic-user:** 11th level
- ▶ **Minstrel:** 11th level
- ▶ **Thief:** 10th level

GLAMOURS

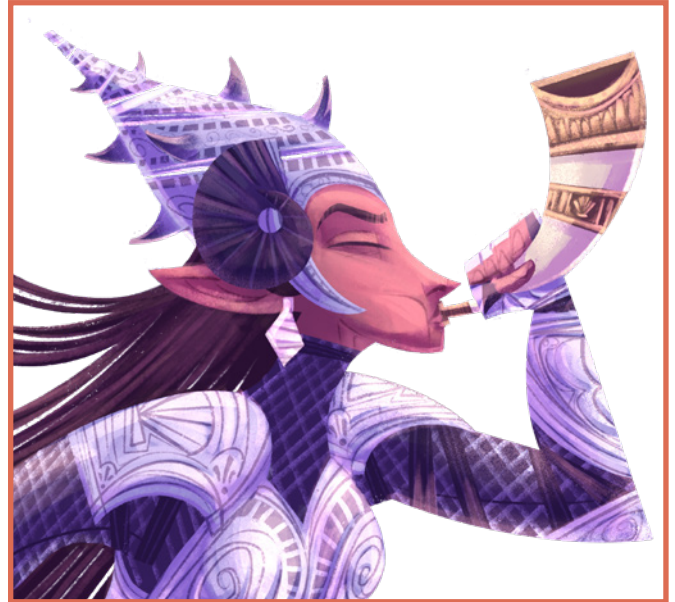
Elves are able to make use of minor magical abilities known as *glamours* (see p68). Each elf knows a single, randomly determined glamour. Glamours may be used any number of times per day. (Though mortals regard these abilities as “magic”, elves do not view them as such.)

IMMORTALITY

Elves can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by diseases of magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

LISTENING AT DOORS

Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).



LOCATE SECRET DOORS

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials*).

MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, elves are highly resistant to magic. They are immune to *sleep* spells, gain a +2 bonus to saving throws against charms and illusions, and are unaffected by the paralyzing touch of ghouls.

RESISTANCE TO DIVINE AID

There are no gods in Elfland and the gods of mortals are loath to aid its folk. If an elf is the subject of a beneficial divine spell, there is a 2-in-6 chance of it having no effect on the elf.

VULNERABLE TO PURE IRON

As fairies, elves are vulnerable to iron weapons, suffering double damage on a successful hit.

UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful, by mortal standards. When interacting with mortals, an elf is treated as having a CHA score of at least 14 for any CHA check that is based purely on physical attractiveness.

Grimalkin

Mercurial feline fairies who shift between three different forms.

Race type	Fairy
Requirements	Minimum INT 9
Ability modifiers	+1 DEX, –1 WIS
Languages	Alignment language, Woldish, Mewl

Grimalkins have the innate ability to shift between three different forms. A grimalkin's normal form—known as its *estray* form—is that of a humanoid cat, wearing clothing, speaking, and walking upright. Like other fairies, they have an immortal lifespan but are vulnerable to pure iron.

See *About Grimalkins*, p22 for more details on the grimalkin race.

CLASSES AND MAXIMUM LEVEL

- ▶ **Acrobat:** 9th level
- ▶ **Assassin:** 9th level
- ▶ **Fighter:** 6th level
- ▶ **Hunter:** 8th level
- ▶ **Illusionist:** 8th level
- ▶ **Magic-user:** 8th level
- ▶ **Minstrel:** 9th level
- ▶ **Thief:** 10th level

CHESTER

A grimalkin can transform into a fat domestic cat, known as their *chester* form. This transformation takes 1d6 rounds. The following applies when in chester:

Dull-witted: The character's Intelligence score is halved. They can understand language, but can only respond in yowls and meows.

Combat: The character has AC 7 [12], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each attack inflicts 1 point of damage.

Class abilities: In chester, a grimalkin cannot wield weapons or use any class abilities (e.g. spell casting, thief skills).

Equipment: All equipment carried is transformed with the character, effectively vanishing, but reappearing upon the character's return to their humanoid form.

Changing back: The character changes back at dawn.

COMBAT

Armour must be tailored to grimalkins' small size. Likewise, grimalkins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

DEFENSIVE BONUS

In combat with larger-than-human creatures, grimalkins gain a +2 AC bonus, due to their small size.

IMMORTALITY

Grimalkins can be killed but do not die naturally. They are immune to the mundane illnesses of mortal-kind, but are affected by magical diseases. Grimalkins also cannot die of thirst or starvation, though a lack of sustenance drives them insane and sadistic.

VULNERABLE TO PURE IRON

As fairies, grimalkins are vulnerable to iron weapons, suffering double damage on a successful hit.

WILDER

A grimalkin who is in battle and near death (less than one-third hit points) may transform into a near-invisible, primal fey form, known as *wilder*. The transformation requires one round. The following applies when in wilder:

Fey chaos: The character's memories are suppressed and they cannot distinguish friend from foe, indiscriminately attacking the nearest creature.

Primal strength: The character gains 2d6 hit points and a +2 bonus to attack rolls.

Veiled in darkness: Only the grimalkin's deranged, predatory eyes are visible in wilder. Those who can perceive the invisible or see in darkness discern a stocky feline form, 3' high at the shoulder, with a bulky head, a leering mouth, and fur standing on end, as if electrified. Opponents who cannot perceive the invisible or see in darkness have a –2 penalty to attacks against the character.

Combat: The character has AC 6 [13], a movement rate of 90' (30'), and may make a bite and two claw attacks each round. Each inflicts 1d4 damage.

Class abilities: In wilder, a grimalkin cannot wield weapons or use any class abilities (e.g. spell casting, thief skills).

Equipment: All equipment carried is transformed with the grimalkin, effectively vanishing, but reappearing upon the character's return to their humanoid form.

After 2d4 rounds: The character disappears into Fairy. After 1d6 days spent wandering strange paths in Fairy, the grimalkin spontaneously reappears in their humanoid form, in the presence of their companions.

Human

The folk of the day-to-day world, in all the variety and miscellany we know.

Race type	Mortal
Requirements	None
Ability modifiers	None
Languages	Alignment language, Woldish

Humans are the most flexible of all character races, having unique access to some classes and being able to advance in experience level without limit.

See *About Humans*, p24 for more details on the human race.

CLASSES AND MAXIMUM LEVEL

► All non-demihuman classes: Unlimited

Human Racial Abilities (Optional Rule)

Many groups decide to remove the class and level restrictions of demihuman races. This change has the side-effect of making humans relatively underpowered as it eradicates the sole advantage of the human race—its unique access to some classes and its unlimited level advancement. For groups that decide to lift demihumans' class and level restrictions, human characters may be granted the following abilities. (These abilities should also be granted to human PCs who were created without using the rules for separate race and class.)

Ability Modifiers

+1 CHA, +1 CON.

Blessed

When rolling hit points (including at 1st level), the player of a human PC may roll twice and take the best result.

Decisiveness

When an initiative roll is tied, humans act first, as if they had won initiative. If using the individual initiative rule (see *Combat* in *Old-School Essentials*), humans get a bonus of +1 to initiative.

Leadership

All of a human's retainers and hirelings gain a +1 bonus to loyalty and morale.



Moss Dwarf

Stocky demihumans who dwell in the dank reaches of the Wood. As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.

Race type	Mortal
Requirements	Minimum CON 9
Ability modifiers	-1 CHA, +1 CON
Languages	Alignment language, Woldish, Mulch, the secret tongue of squeaking mammals

Moss dwarfs have a natural affinity for plants and fungi. They are immune to fungal poisons and, as they age, become riddled with symbiotic plants and fungi.

See *About Moss Dwarfs*, p26 for more details on the moss dwarf race.

CLASSES AND MAXIMUM LEVEL

- ▶ **Druid***: 6th level
- ▶ **Fighter**: 8th level
- ▶ **Hunter**: 6th level
- ▶ **Minstrel**: 6th level
- ▶ **Thief**: 6th level

*: If the referee allows the druid class in Dolmenwood.



FERTILE FLESH

As a moss dwarf advances in level, their dank, fertile flesh picks up seeds and spores which germinate into symbiotic plants and fungi. At each experience level (including 1st), the character acquires a random trait from the *Fertile Flesh* table. Duplicates may be re-rolled or taken to indicate an amplification of the trait.

FERTILE FLESH

d20 Infestation

- | | |
|----|--|
| 1 | Outer parts of ears replaced by jelly fungus |
| 2 | Patches of lichen |
| 3 | Dainty flowers bloom in the beard in springtime |
| 4 | Yeast infections in moist places |
| 5 | Toadstools growing from joints |
| 6 | Covered in slimy, green jelly |
| 7 | Miniature tree growing from ear |
| 8 | Skin riddled with mycelia |
| 9 | Eyes fur over with transparent, yellow mould |
| 10 | Edible toe cheese |
| 11 | Growths of woody, bracket fungus in the armpits |
| 12 | Mossy feet |
| 13 | Climbing vines wrapped around limbs and torso |
| 14 | Radical fern growth around groin |
| 15 | Mossy biceps |
| 16 | Puffball growths around the buttocks and knees |
| 17 | Parsley chest hair |
| 18 | Blackberry brambles tangled in the hair |
| 19 | Edible mushrooms growing in hair |
| 20 | Partially sentient mushroom growing from the crown of the head |

FUNGAL IMMUNITY

Moss dwarfs are unaffected by harmful fungal poisons or spores.

LISTENING AT DOORS

Moss dwarfs have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

Woodgrue

Bat-faced demi-fey goblins, known for their love of music, revelry, and arson.

Race type	Demi-fey
Requirements	Minimum DEX 9
Ability modifiers	+1 CHA, -1 WIS
Languages	Alignment language, Woldish, Sylvan

Woodgrues have incredibly sensitive hearing and the innate ability to see in darkness. However, their fairy ancestry means they are vulnerable to pure iron.

See *About Woodgrues*, p28 for more details on the woodgrue race.

CLASSES AND MAXIMUM LEVEL

- ▶ **Acrobat:** 9th level
- ▶ **Fighter:** 6th level
- ▶ **Hunter:** 8th level
- ▶ **Illusionist:** 8th level
- ▶ **Magic-user:** 8th level
- ▶ **Minstrel:** 10th level
- ▶ **Thief:** 9th level

COMBAT

Armour must be tailored to woodgrues' small size. Likewise, woodgrues can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

DEFENSIVE BONUS

Due to their small size, woodgrues gain a +2 AC bonus when attacked by large opponents (greater than human-sized).

COMPULSIVE JUBILATION

A woodgrue who witnesses a party, feast, celebration, or festival must partake; they are utterly compelled with every fibre of their being. If, for some reason, a woodgrue wishes to resist this compulsion, they may save versus paralysis (but will feel drained and downtrodden for the length of the engagement).

DARK VISION

A woodgrue can see normally in darkness, viewing the world as though it glows in faint moonlight.

LISTENING AT DOORS

Woodgrues have a 3-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

VULNERABLE TO PURE IRON

As demi-fey, woodgrues suffer 1 extra point of damage when hit with iron weapons (e.g. an iron short sword would inflict 1d6+1 damage on a woodgrue, rather than the standard 1d6).





Part Five

Magic



Many creatures in Dolmenwood—mortal, monstrous, and fey—wield magic of one kind or another. Among the common folk of the Wood, all magic is considered fearsome and capricious. Fairies, on the other hand, who have magic woven into their very being, give no second thought to applying their innate powers to twist the nature of the world.

This section discusses some of the kinds of magic that player characters may be able to use, from the humble knacks of moss dwarfs to the innate glamours of fairies and the mighty runes of the elves.

Additionally, some notes regarding the usage of clerical magic by servants of the One True God are provided. The divine and arcane magic of clerics, magic-users, and their ilk otherwise functions in Dolmenwood as described in *Old-School Essentials*.

Clerical Spells

The spells bestowed upon devoted subjects of the One True God.

Servants of the One True God (e.g. clerics, friars, etc.) use the standard cleric spell list detailed in *Old-School Essentials*. The following details may be used to better weave the spells into the lore of the Dolmenwood campaign setting.

PRAYING FOR SPELLS

Devotees receive spells by praying to the pantheon of saints (see *The Saints of Dolmenwood*, p104), rather than directly to the One True God. Among the hundreds of saints in the pantheon, thirty-four are regarded as primary and have the power to bestow blessings upon those who pray to them. Each of the thirty-four major saints is associated with one clerical spell.

CASTING SPELLS

Servants of the Church cast spells by invoking the name of the associated saint. Such invocations take the form of canonical prayers in the Liturgic tongue, each with a traditional name. Players may wish to use these names when referring to spells, instead of the standard spell names.

TODO illustration

Variant Spells (Optional Rule)

Groups wishing to further reinforce the flavour of Dolmenwood may wish to use the following variants to the standard *remove curse* and *raise dead* spells.

Remove Curse

This spell is associated with St Howarth. Following Howarth's treachery and fall from grace, *remove curse* can no longer be memorized by servants of the Church. It may be cast from scrolls as normal.

Raise Dead

As the ultimate miracle, raising the dead cannot be undertaken on a daily basis, even by high-level spell casters. Servants of the Church can memorize *raise dead* as per the standard rules (subject to the normal level limits), but it can only be cast as part of a grandiose ritual in a cathedral (e.g. in Castle Brackenwold), requiring the participation of a dozen priests and the burning of rare incenses to the value of 2,000gp.



1ST LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Cure Light Wounds (Cause Light Wounds)	St Lillibeth	Breath of St Lillibeth
2	Detect Evil	St Whittery	St Whittery's vision
3	Detect Magic	St Thorm	Wisdom of St Thorm
4	Light (Darkness)	St Foggarty	St Foggarty's benediction
5	Protection from Evil	St Benester	St Benester's word
6	Purify Food and Water	St Gretchen	St Gretchen's sublimation
7	Remove Fear (Cause Fear)	St Jorrael	St Jorrael's counsel
8	Resist Cold	St Abthius	St Abthius' rebuke

2ND LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Bless (Blight)	St Gondyw	Righteousness of St Gondyw
2	Find Traps	St Gripe	Path of St Gripe
3	Hold Person	St Waylaine	St Waylaine's reproof
4	Know Alignment	St Willofrith	St Willofrith's warning
5	Resist Fire	St Hollyhock	Boldness of St Hollyhock
6	Silence 15' Radius	St Signis	Abjuration of St Signis
7	Snake Charm	St Dank	St Dank's plea
8	Speak with Animals	St Hamfast	Speech of St Hamfast

3RD LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Continual Light (Continual Darkness)	St Eggort	Devotion of St Eggort
2	Cure Disease (Cause Disease)	St Pastery	St Pastery's blessing
3	Growth of Animal	St Vinicus	Mercy of St Vinicus
4	Locate Object	St Keye	St Keye's revelation
5	Remove Curse (Curse)—see <i>Variant Spells</i>	St Howarth	St Howarth's grace
6	Striking	St Sedge	Courage of St Sedge

4TH LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Create Water	St Quister	St Quister's defence
2	Cure Serious Wounds (Cause Serious Wounds)	St Wick	Steadfastness of St Wick
3	Neutralize Poison	St Torphia	St Torphia's respite
4	Protection from Evil 10' Radius	St Faxis	St Faxis' abjuration
5	Speak with Plants	St Wort	Salvation of St Wort
6	Sticks to Snakes	St Horace	St Horace's requital

5TH LEVEL SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Commune	St Elsa	St Elsa's visitation
2	Create Food	St Ponch	St Ponch's feast
3	Dispel Evil	St Goodenough	St Goodenough's rebuke
4	Insect Plague	St Cornice	Amity of St Cornice
5	Quest (Remove Quest)	St Galaunt	Righteousness of St Galaunt
6	Raise Dead (Finger of Death)—see <i>Variant Spells</i>	St Clewyd	Mercy of St Clewyd

Elf Runes

Secret magical sigils guarded by the lords of Elfland.

The runes of the elves are among the deepest magical secrets of fairy-kind. Discovered by mighty elf sorcerers in aeons long past, the runes tap into the magical fundament of Fairy itself. Their usage is thus governed by ancient and immutable laws of Fairy. The runes are guarded by elf lords and ladies and may be bestowed upon an elf of lesser rank.

Intangibility: Runes are intangible; they are not physical objects and thus cannot be stolen, lost, or given to another.

ACQUIRING RUNES

As noted in the elf class (see *p34*), an elf may, upon gaining an experience level, journey into Fairy to treat with an elf lord or lady. The referee should make a reaction roll to determine which rune the character is granted:

► **Reaction roll:** Roll 2d6 modified by the character's CHA score.

► **Experience level:** If the elf is of 4th–6th level, they gain a +1 bonus. If the elf is of 7th level or above, they gain a +2 bonus.

► **Reward granted:** The *Result of Petition* table indicates the reward granted, based on the result of the reaction roll. If a rune is granted, the exact rune should be determined at random.

► **Duplicates:** If a rune is granted which the elf already knows, the number of times it may be used is doubled.

RESULT OF PETITION

2d6	Rune Granted
2 or less	Fickle displeasure—no runes
3–7	One lesser rune
8–11	One greater rune
12 or more	One mighty rune

USING RUNES

An elf may activate any rune they know by thought alone, without the need for any gestures or verbiage.

Usage Frequency

The magical laws governing the elf runes place strict limits on the number of times a rune may be used by the one on whom it is bestowed. This depends on the type of the rune (lesser, greater, or mighty) and the current experience level of the elf (i.e. not the elf's level when the rune was granted).

Once per level: Once this rune is used, the elf may not use it again until they have gained an experience level.

Once ever: Once this rune is used, the elf may never use it again, unless it is granted by a fairy lord or lady again.

RUNE USAGE FREQUENCY

Type	Elf's Current Experience Level		
	1st–4th	5th–9th	10th+
Lesser	Once per day	Twice per day	Thrice per day
Greater	Once per level	Once per week	Once per day
Mighty	Once ever	Once ever	Once per year

Using Runes In Combat

Activating the power of a rune takes one round of concentration, similar to casting a spell. Runes take effect at the same point in the initiative sequence as spells (see *Combat* in *Old-School Essentials*). Unlike normal spell casting, however, runes cannot be disrupted in melee.

DWD184: 180mm wide, 65mm high

Lesser Runes

The commonest of the elf runes, usable on a daily basis.

1. DEATHLY BLOSSOM

Duration: 1 turn or until used

Range: Appears in elf's hand

An exquisite, white rose is conjured in the elf's hand.

- **Proffering the rose:** One who smells the rose must **save versus death** or fall into a deep faint—appearing dead—for 1d6 turns.
- **Duration:** The flower remains in existence until it is used or one turn passes.

2. PROOF AGAINST MORTAL HARM

Duration: 2d6 rounds

Range: The elf

The elf is rendered completely immune to the effects of one specific type of weapon (e.g. swords, bows, claws, etc.).

3. RUNE OF INVISIBILITY

Duration: 1 turn

Range: 240'

The elf is rendered invisible to mortal sight.

- **Equipment and clothing:** Anything the elf is carrying, including clothing and armour, is rendered invisible. If the elf drops or puts an item down, it becomes visible. Light sources are rendered invisible, but the light they cast is not.
- **Attacking:** If the elf attacks while under the effects of this rune, they are rendered momentarily visible. Opponents may attack the elf in the same round or the following round, but suffer a -2 penalty to hit.

4. SWAY THE MORTAL MIND

Duration: 1 day

Range: 30'

A single mortal person must **save versus spells** or be charmed by fairy magic.

- **Friendship:** The subject's mind is swayed such that it regards the elf as a trusted friend and ally. It will defend the elf and come to their aid.
- **Communication:** The power of this rune does grant the elf any ability to communicate with the charmed person if they do not already share a language.
- **Commands:** Any commands the elf gives the charmed person will be obeyed, as long as they do not contradict the person's alignment, habits, and basic nature. Obviously harmful commands will be ignored.
- **Restrictions:** Only persons of up to 4+1 HD may be affected.

MORE RUNES TO BE ADDED...

Greater Runes

Those elf runes of great power and wide utility.

1. ARCANES UNBINDING

Duration: Instant

Range: 120'

This rune negates magical effects of arcane origin.

- **Area:** All magic in a 20' cube area is affected.
- **Spells:** Spells cast by a caster of equal or lower level than the elf are instantaneously ended. Spells cast by a caster of higher level than the elf are unaffected.
- **Magic items:** Are rendered ineffective for 1 turn.
- **Divine magic:** Spells and magic items of divine origin are unaffected.

2. FAIRY GOLD

Duration: 1d6 hours

Range: Appears on the elf's person

This rune conjures a leather bag of 2d100 gold pieces from the vaults of the fairy lord or lady who granted it. When the duration expires, they vanish.

3. FAIRY STEED

Duration: Until dawn

Range: Appears in the elf's presence

A dashing fairy charger—fleet of foot and charming of wit—is summoned to serve the elf.

- **Commands:** The fairy horse will serve the elf as a mount, in combat, or in any other capacity. It will not obey suicidal commands.
- **Gear:** The mount is equipped with saddle and bridle.

Fairy Horse: **AC** 8 [11] **HD** 3 (13hp) **Att** None **THACO** 17
[+2] **MV** 180' (60') **SV** D12 W13 P14 B15 S16 (3) **ML** 7 **AL**
Neutral

4. SWAY THE MONSTROUS MIND

Duration: 1 day

Range: 30'

A single mortal creature of any kind—person, beast, or monster—must **save versus spells** or be charmed by fairy magic.

- **Friendship:** The subject's mind is swayed such that it regards the elf as a trusted friend and ally. It will defend the elf and come to their aid.
- **Communication:** The power of this rune does grant the elf any ability to communicate with the charmed creature if they do not already share a language.
- **Commands:** Any commands the elf gives the charmed creature will be obeyed, as long as they do not contradict the person's alignment, habits, and basic nature. Obviously harmful commands will be ignored.

MORE RUNES TO BE ADDED...

Mighty Runes

The most secret and potent elf runes, sternly guarded by the lords of Fairy.

1. DREAM SHIP

Duration: 1 turn

Range: Appears in the elf's presence

A phantasmagoric galleon sails down from the sky and docks as close to the elf as is possible.

- **Passengers:** The elf and up to 12 companions may board the ship.
- **Travel:** The ship will carry the elf and companions off to any named destination within Dolmenwood.
- **The voyage:** The passengers experience a delightful voyage aboard the ship, drifting through pink clouds and encountering sylphs.
- **Duration:** Whatever the perceptual time aboard, the journey takes a mere ten minutes of real time.

2. ETERNAL SLUMBER

Duration: Permanent

Range: 20'

A mortal within range is placed into a state of stasis and eternal sleep.

- **Awakening:** The subject may only be awoken by magic or by a condition set by the elf who wields the rune.

3. RUNE OF DEATH

Duration: Instant

Range: 120'

Invoking the power of this rune brings death upon one or more mortal creatures within a 30' diameter area.

- **Hit Dice:** Up to 4d8 Hit Dice of creatures are affected.
- **Saving throw:** Each target may **save versus death** to resist. If the save fails, the creature dies.
- **Restrictions:** Only creatures with 7 Hit Dice or less are affected.

4. SUMMON WILD HUNT

Duration: 1d6 hours or until successful

Range: Appears in the elf's presence

This rune, when used, invokes the blasting of ghostly horns, summoning forth a hunting host from the wild woods of Fairy.

- **Composition:** The wild hunt is composed as follows: 4d6 fairy hounds, 4d20 elf hunters on foot, 4d20 elf hunters mounted on fairy horses, 1d6 goblin horn-blowers.
- **Hunting:** The elf may direct the fairy host to chase a specific quarry.
- **Duration:** The host remains in the mortal realm until the hunt is successful, or until 1d6 hours have passed.

Elf Hunter: AC 7 [12] HD 1 (4hp) Att 1 × short bow or short sword (1d6) THACO 19 [0] MV 120' (40') SV D12 W13 P14 B15 S16 (1) ML 9 AL Neutral

Fairy Horse: AC 8 [11] HD 3 (13hp) Att None THACO 17 [+2] MV 180' (60') SV D12 W13 P14 B15 S16 (3) ML 7 AL Neutral

Fairy Hound: AC 7 [12] HD 1+2 (6hp) Att 1 × bite (1d6) THACO 18 [+1] MV 150' (50') SV D12 W13 P14 B15 S16 (1) ML 9 AL Neutral

Goblin Hornblower: AC 7 [12] HD 1 (4hp) Att 1 × dagger (1d6 or by weapon) THACO 19 [0] MV 120' (40') SV D12 W13 P14 B15 S16 (1) ML 8 AL Neutral

MORE RUNES TO BE ADDED...

Fairy Glamours

The innate powers of fairy-kind, which mortals regard as magic.

Those of fairy race who journey into the mortal world bring with them something of the magic inherent to their native land. These innate magical abilities are known as *glamours*. Though mortals regard these abilities as magic, fairies do not view them as such.

Glamours known: Each fairy knows a limited number of glamours, as determined by their class and level.

Usage frequency: Glamours may be used any number of times per day, unless noted in the description.

Using glamours: At most one glamour may be used per round. Unless a glamour requires concentration, the fairy may move or perform other actions in the same round as using a glamour. Using glamours may not be combined in a single round with casting spells or using elf runes.

1. AWE

The fairy's otherworldly presence is unnerving to mortals, both man and beast alike. Once per encounter, the fairy may, with a dramatic gesture, cause a group of mortals within 30' to make a morale check. If the morale check fails, up to 1 Hit Die of mortals per level of the fairy are awestruck and flee the fairy's presence.

2. BEGUILEMENT

The fairy's words have great power over mortal minds. A single mortal, addressed by a fairy using this glamour, must **save versus spells** or believe the fairy's words, if only for a moment. When the moment has passed, it is immediately obvious that a magical deception has occurred.

3. BREATH OF THE WIND

An enchanted flurry of wind causes dust to billow, leaves to rustle, and so forth. While the wind blows (1d6 rounds), the fairy may move completely silently, unnoticed by any who may be listening.

4. CHANGE FACE

The fairy's facial features are malleable according to their will. Subtle features (e.g. eye colour, hair colour) may be switched in a moment. More dramatic changes take a turn of concentration to effect. It is not possible to duplicate the appearance of another using this glamour.



5. CHEER AND DISCORD

When speaking to a group of mortals, the fairy can impart a subtle sense of shared cheer or creeping discord. The longer the fairy speaks and the mortals pay heed, the more pronounced the effect. After one turn, up to one Hit Die of mortals per level of the fairy are strongly affected, either expressing great affection or anger. (These feelings are not necessarily directed towards the fairy who inspired them.)

6. CLOAK OF DARKNESS

The fairy may conjure an area of gloom and shadow about themselves, hiding them from normal sight. The cloak of shadows lasts for one round or as long as the fairy concentrates and remains motionless.

7. CONJURE TREATS

With a flourishing gesture, the fairy conjures a mortal's favourite treat (e.g. sweets, pastries, sizzling sausages, etc.) out of thin air. If the treat is offered to the subject, its disposition toward the fairy is improved. The treats are real (not illusionary), but do not provide real sustenance. This glamour may be used without limit, but at most once per day on any individual subject.

8. DANCING FLAME

The fairy can command small flames (e.g. of a torch, lantern, or candle) to float through the air, disconnected from their source. By concentrating (the fairy can move, but cannot attack, cast spells, or use other glamours), a single flame can be commanded to move 10' per round. The flame dies out after 2d6 rounds.

9. DISGUISE OBJECT

An object in the fairy's hand is made to appear as something else (of similar dimensions). The glamour lasts until the object is touched by another being. Only one object at a time may be disguised by this glamour.

10. FAIRY FIRE

The fairy may cause one or more creatures within 120' to be outlined with flickering blue flame. Up to 1 Hit Die of creatures per level of the fairy may be affected. In dark conditions, missile attacks on the outlined subjects gain a +1 bonus to hit.

11. FLAME CHARM

The fairy can conjure and extinguish flame. When conjuring flame, the fairy's fingertip is wreathed in colourful fire, which may be used to ignite flammable materials or to cast light (in a 10' radius). Alternatively, one non-magical flame within 30' may be instantaneously extinguished.

12. FOOL'S GOLD

The fairy can cause copper coins to appear as gold to gullible mortals. Each mortal who views the glamourised coins may **save versus spells** to see the fairy trick for what it is. Those who are taken in by the glamour remain fooled for 1d6 minutes.

13. FORGETTING

With a twinkle of the eye, the fairy causes a single mortal to forget what they just witnessed a moment before (up to 10 seconds—one combat round). The subject may **save versus spells** to resist the glamour. This glamour may be used without limit, but at most once per day on any individual subject.

14. MOON SIGHT

The fairy's eyes perceive night as it were day. Even the blackest tomb is perceived as if by gentle moonlight.

15. SEEMING

The fairy may make their garb appear as they wish. The glamour is only visual, however, and is revealed by touch.

16. SILVER TONGUE

By using ancient modes of the immortal tongue of Fairy, the fairy is able to communicate with any being, including dumb animals. This ability may only be used to communicate in one language per day (e.g. one mortal tongue or the speech of one species of animal).

17. SUBTLE SIGHT

The fairy has a 3-in-6 chance of spotting invisible creatures or objects, perceiving them as a faint, shimmering outline. The fairy may attack an invisible creature they have spotted with a –1 penalty to hit.

18. THROUGH THE KEYHOLE

The fairy may step through any door with a keyhole, peephole or other small aperture, disappearing for an instant then reappearing on the other side. Magically sealed doors thwart this glamour, unless the fairy makes a successful **save versus spells**. This glamour may be used without limit, but at most once per day on any individual door.

19. VANISHING

The fairy disappears from another creature's sight for one round. This glamour may be used without limit, but at most once per day on any individual subject.

20. WALK IN SHADOWS

The fairy can walk the circuitous pathways between worlds that exist in shadows, seemingly stepping out of the mortal world and, moments later, reappearing at a different location. There is a 2-in-6 chance of a suitable shadow door existing in any given 10' by 10' area of darkness. Searching for such a door takes one round. Stepping through a discovered shadow door, the fairy disappears for one round, then reappears at a random location within 60'.

DWD185: 87mm wide, 73mm high

Moss Dwarf Knacks

The curious semi-magical crafts practiced by moss dwarfs.

Each moss dwarf adventurer practices one of the following knacks, selected at random during character creation. Knacks grant special abilities at 1st, 3rd, 5th, and 7th levels.

1. BIRD FRIEND

Over the course of a life spent in the depths of the forest, among the colonies of birds, the moss dwarf has learned to speak their secret languages and has earned their trust.

From 1st level: The moss dwarf can converse with birds and understand their responses (which are typically simplistic).

From 3rd level: The moss dwarf can charm a bird companion of one Hit Die or less. If the bird fails a **save versus spells**, it will remain in the company of the moss dwarf until it is dismissed. Only one bird may be charmed in this way at a time.

From 5th level: Once per day, the moss dwarf can relay a message via the twitterings of forest birds. The message is carried to a specific person or location within Dolmenwood and approximately reproduces a spoken message of up to ten words. The message travels at a rate of 12 miles per hour.

From 7th level: Once per day, the moss dwarf can call upon the aid of woodland birds. A flock of sparrows, starlings, thrushes, and blackbirds gathers and remains in the moss dwarf's service for 1d4 turns.

Flock of Birds: **AC** 7 [12] **HD** 3+2 (15hp) **Att** 1 × pecks and clawing (1d6) **THACO** 16 [+3] **MV** 120' (40') flying **SV** D12 W13 P14 B15 S16 (3) **ML** 7 **AL** Neutral

2. LOCK SINGER

The moss dwarf practices mysterious songs which have the power to charm locks.

From 1st level: A simple, mundane lock may be coaxed to open with a 2-in-6 chance of success per turn of singing.

From 3rd level: A brief, whispered cant persuades a lock to reveal the location of its key (or the closest key, if multiple exist). The information is conveyed via a quiet whining which only the moss dwarf can comprehend.

From 5th level: Simple, mundane locks within 30' instantly snap shut after a mere round of song.

From 7th level: The moss dwarf's singing can persuade locks of any complexity to open. Even magically sealed locks are cooperative, although in this case there is a 1-in-6 chance of the magic backfiring and sealing the moss dwarf's mouth shut for 1d4 days.

3. ROOT FRIEND

Dwelling in subterranean burrows, the moss dwarf has developed a keen affinity with the roots of forest plants.

From 1st level: Once per day, the moss dwarf can pose one question of a root about its surroundings. The root will answer truthfully with 1d6 words.

From 3rd level: The moss dwarf is able to summon edible roots to the surface once per day. Food enough for 1d4 people for one day is produced.

From 5th level: The moss dwarf can gain harbour in the roots of a tree or other large plant once per day. The moss dwarf is taken underground, into the plant's root system, where they may lie unnoticed for up to an hour.

From 7th level: The moss dwarf can summon a monstrous root vegetable from the earth once per day. The creature arrives at the character's location in 1d6 rounds and will obey their commands for up to 1d6 turns before fleeing into the undergrowth.

Root Thing: **AC** 6 [13] **HD** 3 (13hp) **Att** 2 × claws (1d4) **THACO** 17 [+2] **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (3) **ML** 8 **AL** Neutral



4. THREAD WHISTLING

The practice of a mysterious form of whistling grants the moss dwarf sympathetic control over threads and strings within 30'.

From 1st level: The moss dwarf can cause strings or laces to tie or untie or a woven or knitted garment to unravel.

From 3rd level: The moss dwarf can command loose threads or strings to move as they direct. The threads may be commanded to move up to 5' per round, as long as the moss dwarf sings. Commanded threads do not have the strength to attack, but may be used to pull small objects.

From 5th level: The moss dwarf can cause ropes to loosen or tighten.

From 7th level: The moss dwarf can command a rope to attack and entangle foes.

Animated Rope: AC 6 [13] HD 1 (4hp) Att 1 × throttle (entangle) THACO 19 [0] MV 90' (30') SV D12 W13 P14 B15 S16 (1) ML 12 AL Neutral

► **Entangle:** When an attack is successful, the rope wraps around the victim. While entangled, the victim is unable to move. The moss dwarf may optionally command the rope to constrict the victim, inflicting 1d3 automatic damage per subsequent round.

5. WOOD KENNING

The moss dwarf's fingers are sensitised to the subtle vibrations of tree and wood. By spending one turn touching a wooden item or the trunk of a tree, the moss dwarf may glean knowledge.

From 1st level: The moss dwarf can learn the name of a wooden item's creator or the name of the last person to touch the wood.

From 3rd level: The moss dwarf can discern any emotions which the wood has absorbed from sentient beings. (Wood is highly sensitive to such energies.) The most recent strong emotion may be perceived.

From 5th level: The moss dwarf can gain a momentary image of what lies on the other side of a wooden barrier (e.g. a door or wall).

From 7th level: The moss dwarf may learn the true name of a tree by touching it. Once per day, the moss dwarf may invoke one tree whose true name they know, gaining a glimpse of the tree's surroundings. (Invoking the true name of a deceased tree provokes a curious vision of the vegetable afterlife.)



6. YEAST MASTER

The moss dwarf has a special affinity for the yeasts and fungal spores which lurk unseen in great quantities in the deep woods. To the yeast master, who can hear their songs, these beings are a constant companion.

From 1st level: The moss dwarf can cause sweet liquids to ferment by touch at a rate of one pint per turn. The liquid is transformed to a frothy, alcoholic brew, delicious to moss dwarfs. There is a 2-in-6 chance of it being palatable to other species.

From 3rd level: The moss dwarf may commune with the yeasts in alcoholic beverages. Sipping from a drink which has been partly consumed by someone else reveals the person's name to the moss dwarf.

From 5th level: By allowing potent yeasts to ferment in their belly, the moss dwarf is able to emit a heady belch once per day. The belch may be targeted at an individual within 10', who must **save versus breath** or faint for 1d6 rounds.

From 7th level: Summoning omnipresent micro-organisms, the moss dwarf is able to conjure a yeasty feast sufficient to feed 1d6 people for one day. The food is composed of chunks of fleshy, compacted yeast, frothing sheets of slime, and bubbles of alcoholic brew. Such a feast may only be produced once per day.



Part Six

Equipment, Services, and Animals

An in-depth catalogue of adventuring gear, arms, provender, loyal beasts, medicines, tonics, and comestibles that may be purchased within Dolmenwood. These lists should be used in conjunction with the basic selection of adventuring gear, arms, mounts, and vehicles presented in *Old-School Essentials*.

A procedure for the speedy, random selection of a character's starting gear is also included as an option for those who wish to expedite character creation.

Finally, a table of 100 trinkets and oddments is provided, furnishing players and referees with a quick way to add some quirky Dolmenwood flavour to characters and NPCs.

Quick-Start Equipment

A system to expedite equipment selection and alleviate procrastination.

Equipping a newly created character is typically the most time-consuming part of the character creation process. Players who wish to speed things up may follow these steps:

- 1. Armour:** If your character can use armour, roll on the table for your character's class.
- 2. Weapons:** Roll on the table for your character's class. Some classes roll once, others roll twice, as indicated on the appropriate table. Duplicates may optionally be re-rolled.
- 3. Basic equipment:** All characters have the following items: a backpack, a tinder box, 1d6 torches, a waterskin, 1d6 iron rations, 3d6 gold pieces.
- 4. Adventuring gear:** Roll twice on the *Adventuring Gear* table.
- 5. Class-specific equipment:** Clerics and friars have a wooden holy symbol. Thieves have thieves' tools.
- 6. Trinket:** Optionally roll for a trinket (see *p88*).

ADVENTURING GEAR

d12	Item (×2)
1	Bedroll
2	Chalk (10 sticks)
3	Crowbar
4	Hammer (small) and 12 iron spikes
5	Ink, quill, and 5 sheets of paper
6	Lantern and 3 flasks of oil
7	Pole (10' long, wooden)
8	Rope (50')
9	Rope (50') and grappling hook
10	Shovel
11	Sledgehammer
12	Small sack

Advanced Classes

Other classes from *Old-School Essentials Advanced Fantasy* should roll on the following tables:

- ▶ **Acrobat:** Roll on the thief table.
- ▶ **Assassin:** Roll on the thief table.
- ▶ **Barbarian:** Roll on the hunter table.
- ▶ **Bard:** Roll on the thief table.
- ▶ **Druid:** Roll on the friar table.
- ▶ **Illusionist:** Roll on the magic-user table.
- ▶ **Paladin:** Roll on the knight table.
- ▶ **Ranger:** Roll on the hunter table.



CLERIC

d6	Armour	Weapon (×2)
1	Leather	Club
2	Leather + shield	Mace
3	Chainmail	Sling + 20 stones
4	Chainmail + shield	Sling + 20 stones
5	Plate mail	Staff
6	Plate mail + shield	War hammer

ELF

d6	Armour	Weapon (×2)
1	Leather	Dagger
2	Leather + shield	Short sword
3	Chainmail	Short bow + 20 arrows
4	Chainmail + shield	Short bow + 20 arrows
5	Plate mail	Sword
6	Plate mail + shield	Sword

FIGHTER

d6	Armour	Weapon (×2)
1	Leather	Dagger
2	Leather + shield	Mace
3	Chainmail	Short bow + 20 arrows
4	Chainmail + shield	Short sword
5	Plate mail	Spear
6	Plate mail + shield	Sword

FRIAR

d4	Weapon (×1)
1	Club
2	Dagger
3	Sling + 20 stones
4	Staff

GRIMALKIN

d6	Armour	Weapon (×2)
1	Leather	Club
2	Leather + shield	Dagger × 3
3	Chainmail	Sling + 20 stones
4	Chainmail + shield	Short bow + 20 arrows
5	Plate mail	Short sword
6	Plate mail + shield	Short sword

HUNTER

d6	Armour	Weapon (×2)
1	Leather	Dagger
2	Leather	Sling + 20 stones
3	Leather	Long bow + 20 arrows
4	Leather + shield	Short bow + 20 arrows
5	Leather + shield	Short sword
6	Leather + shield	Sword

KNIGHT

d6	Armour	Weapon (×2)
1	Chainmail	Dagger
2	Chainmail + shield	Lance
3	Chainmail + shield	Lance
4	Plate mail	Mace
5	Plate mail	Short sword
6	Plate mail + shield	Sword

MAGIC-USER

d4	Weapon (×1)
1	Dagger
2	Dagger
3	Dagger × 3
4	Dagger × 3

MINSTREL

d6	Armour	Weapon (×2)
1	None	Club
2	None	Dagger × 3
3	Leather	Sling + 20 stones
4	Leather	Short bow + 20 arrows
5	Chainmail	Short sword
6	Chainmail	Sword

MOSS DWARF

d6	Armour	Weapon (×2)
1	Cork	Club
2	Cork + shield	Dagger
3	Pinecone	Sling + 20 stones
4	Pinecone + shield	Short bow + 20 arrows
5	Coat of rings	Short sword
6	Coat of rings + shield	Short sword

THIEF

d6	Armour	Weapon (×2)
1	None	Club
2	None	Dagger × 3
3	None	Sling + 20 stones
4	Leather	Short bow + 20 arrows
5	Leather	Short sword
6	Leather	Sword

WOODGRUE

d6	Armour	Weapon (×2)
1	Leather	Club
2	Leather + shield	Dagger × 3
3	Chainmail	Sling + 20 stones
4	Chainmail + shield	Hand axe
5	Plate mail	Short bow + 20 arrows
6	Plate mail + shield	Short sword

New Equipment

Specialised arms and adventuring gear for those who delve into Dolmenwood.

MOSS DWARF ARMOUR

Moss dwarfs scorn the metal armours forged by humans and other races, preferring their own special types of armour. These specialist suits of armour can generally only be purchased (or repaired) in moss dwarf settlements.

MOSS DWARF ARMOUR

Armour	AC	Cost (gp)	Weight (Coins)
Cork	7 [12]	10	100
Pinecone	6 [13]	30	200
Coat of rings	5 [14]	100	300

Moss Dwarf Armour Descriptions

Coat of rings: Ring-coats are rare items constructed from hundreds of interlinked rings—the normal kind of rings which are designed for wear on the finger. Curiously, this is the only type of metal armour which moss dwarfs can wear comfortably.

Cork armour: Very hot but rather comfortable. Cork armour may be made from strips of cork bark, when available, or from old wine bottle corks, laced together.

Pinecone armour: An intricate scale-work of pine scales threaded onto a cloth backing.

Encumbrance (Optional Rule)

If the optional rules for encumbrance are used (see *Encumbrance* in *Old-School Essentials*), moss dwarf armour is treated as follows.

Basic encumbrance (option 1): Cork armour counts as *light armour*; pinecone armour and coats of rings count as *heavy armour*.

Detailed encumbrance (option 2): The weight of the armour listed in the table is tracked.

PURE IRON WEAPONS

Adventurers in Dolmenwood sometimes seek out weapons forged of pure iron, as that metal is harmful to fairies.

Cost and time: As weapons are normally made of steel, iron weapons must be crafted to special order, incurring a delay of 2d6 days and a 25% increase in cost.

Effects on fairies and demi-fey: When hit with an iron weapon, fairies suffer double damage and demi-fey suffer 1 extra point of damage. (e.g. an iron short sword would deal 2d6 damage to a fairy and 1d6+1 to a demi-fey, rather than the standard 1d6.)



NEW ADVENTURING GEAR

The standard list of adventuring gear in *Old-School Essentials* contains the basic items that beginning adventuring parties will need. The list below presents additional tools and oddments that experienced parties may seek out.

NEW ADVENTURING GEAR	
Item	Cost (gp)
Barrel	1
Bedroll	2
Bell (miniature)	1
Belt pouch	1
Block and tackle	5
Box (iron, large)	30
Box (iron, small)	10
Caltrops (bag of 20)	1
Candles (10)	1
Chain (10')	30
Chalk (10 sticks)	1
Chest (wooden, large)	5
Chest (wooden, small)	1
Chisel	2
Cooking pots	3
Firewood (bundle)	1
Fishing rod and tackle	4
Holy symbol (gold)	100
Holy symbol (wooden)	1
Ink (vial)	1
Ladder (wooden, 10')	5
Lantern, bullseye	20
Lock	20
Magnifying glass	3
Manacles	15
Marbles (bag of 20)	1
Mining pick	3
Musical instrument (stringed)	20
Musical instrument (wind)	5
Paper or parchment (2 sheets)	1
Quill	1
Saw	1
Scroll case	1
Sledgehammer	5
Spade or shovel	2
Tent	20
Twine (100' ball)	1
Vial (glass)	1
Whistle	1

New Adventuring Gear Descriptions

Barrel: A wooden barrel that holds 40 gallons (320 pints) of liquid.

Bedroll: A heavy woollen blanket with a small pillow.

Bell: A 1" brass bell.

Belt pouch: A leather pouch that holds up to 50 coins.

Block and tackle: Used for lifting heavy objects. Reduces effective weight by $\frac{3}{4}$, but requires 4 times as much rope.

Box, iron: A solid iron casket. A large box can hold up to 800 coins; a small box can hold up to 250 coins.

Caltrops: Small metal spikes sufficient to cover a 5' square area. Creatures moving through the area have a 2-in-6 chance of treading on a spike. Victims suffer a 50% reduction of movement rate until they are healed.

Candle: Casts dim light in a 5' radius and burns for 1 hour.

Chain: A 10' length of heavy, iron chain.

Chalk: Useful for making markings on stone.

Chest, wooden: A large chest can hold up to 1,000 coins; a small chest can hold up to 300 coins.

Chisel: Used with a hammer for chipping away stone.

Cooking pots: Pots and pans for campfire cooking.

Firewood: A bundle of dry wood. Burns for 8 hours.

Fishing rod and tackle: A rod, line, hook, and bait box.

Holy symbol: Servants of the Church are required to own a holy symbol, often worn as a necklace. The quality of a holy symbol alters its effectiveness at turning the undead. A gold holy symbol grants a +1 bonus to the 2d6 roll for the affected Hit Dice of undead monsters. A wooden holy symbol incurs a -1 penalty to the initial 2d6 roll.

Ink: A vial of black ink. Coloured ink costs double. Sufficient for about 50 pages of writing.

Ladder: Simple wooden construction. Very encumbering.

Lantern, bullseye: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a narrow beam, 100' long and 20' wide at the end.

Lock: A basic iron lock with a key.

Magnifying glass: Used for studying fine details.

Manacles: Iron manacles with a chain. Used for binding hands or feet.

Marbles: A bag of small, colourful glass beads.

Mining pick: A strong pick for breaking rock.

Musical instrument: A stringed instrument (e.g. a lute or mandolin) or a wind instrument (e.g. a flute or pipe). The listed price is for an instrument of basic quality. Higher quality instruments can cost up to ten times as much.

Paper or parchment: Approximately 1'-square sheets.

Quill: A large feather sharpened into a writing point.

Saw: A carpenter's hand saw for cutting wood.

Scroll case: An oiled leather tube with a cap. Not completely watertight.

Sledgehammer: A big heavy hammer for breaking rock.

Spade or shovel: For excavating earth.

Stakes and mallet: A wooden mallet and three 18" long stakes. Valuable when confronting vampires.

Tent: Large enough for two adult humans.

Twine: A wound ball of thin cord or string. Can support up to 30 pounds of weight.

Vial: A glass vial that can hold up to half a pint of liquid.

Whistle: Useful for signalling or faking bird calls.

Hounds

Loyal companions for the traveller on lonely roads.

HOUNDS

Hound	Cost (gp)
Bloodhound	25
Dapper	60
Dolmen pincher	30
Lankston mastiff	50
Lichhound	150
Pisker	75
Seelie dog	60
Spookhound	120

1. BLOODHOUND

Medium hounds with sleek, rusty fur and blood red eyes. Bred for their excellent tracking skills. Common working dogs found in every woodland village in Dolmenwood.

AC 6 [13] **HD** 2 (9hp) **Att** 1 × bite (1d6) **THACO** 18 [+1] **MV** 150' (50') **SV** D12 W13 P14 B15 S16 (2) **ML** 7 **AL** Neutral

► **Tracking:** Excellent scent-trackers. Once a bloodhound is on the trail, it is exceedingly difficult to thwart.

2. DAPPER

Curly-furred dogs with huge, floppy ears and great fringes that obscure their eyes. Dappers are favoured by the noble classes for their curious love of dressing in preposterous outfits and performing amusing dances.

AC 6 [13] **HD** 2 (9hp) **Att** 1 × bite (1d4) **THACO** 18 [+1] **MV** 150' (50') **SV** D12 W13 P14 B15 S16 (2) **ML** 7 **AL** Neutral

► **Language:** Dappers have the ability to mimic human speech. Each dog can be trained to mimic up to 10 words, though they have no inkling of their meaning.

3. DOLMEN PINCHER

Sleek, muscular hunting hounds with black fur and a rusty muzzle. Employed especially for hunting large beasts.

AC 7 [12] **HD** 2 (9hp) **Att** 1 × bite (1d6 + bring down prey) **THACO** 18 [+1] **MV** 150' (50') **SV** D12 W13 P14 B15 S16 (2) **ML** 9 **AL** Neutral

► **Bring down prey:** If a dolmen pincher successfully attacks a target with 4HD or less and rolls 4 or higher for damage, it drags down the target. In the following round, the target may not move and suffers a -1 penalty to AC and attack rolls.

Feeding Dogs

Food for dogs consists primarily of fresh meat, which can be purchased in any settlement in Dolmenwood. This may be treated as standard rations (5gp for a seven day supply of food), with a dog eating as much as a human would in a day. Dogs may also be fed on freshly caught game.

4. LANKSTON MASTIFF

Huge, bulky beasts with thick, shaggy fur and a volatile, vicious temperament. Make excellent and diligent guard dogs, but are notoriously difficult to train.

AC 7 [12] **HD** 3 (13hp) **Att** 1 × bite (1d6+1) **THACO** 17 [+2] **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (3) **ML** 9 **AL** Neutral

► **Failed morale checks:** If a Lankston mastiff fails a morale check, there is a 2-in-6 chance that it will go wild, attacking anyone who comes near to it (including its owner or trainer). This state is permanent.



5. LICHHOUND

Stocky, grey, wiry-furred hounds with upright, pointed ears and narrow, yellow eyes. Lichhounds are bred by the Church as companions for graveyard wardens and clerics of the order of Saint Signis.

AC 7 [12] **HD** 1 (4hp) **Att** 1 × bite (1d4) or turning bark **THACO** 19 [0] **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (1) **ML** 8 **AL** Lawful

► **Fear no undead:** Do not check morale when in combat with undead monsters.

► **Turning bark:** Once per day, a lichhound may emit a baying that is terrifying to the undead. This has the same effect as a cleric's ability to turn the undead. On a 2d6 roll of 9 or more, 1HD undead monsters are turned and on a roll of 11 or more, 2HD undead monsters are turned. 1d6 Hit Dice of monsters are affected, if the baying succeeds.

6. PISKER

Stocky, short-legged dogs with lustrous reddish fur, lolling tongues, and soft, pudgy bellies. Known for their frisky and boisterous temperament and their obnoxious yapping. Commonly kept by the people of Prigwort, who fear the presence of fairies.

AC 8 [11] **HD** 2 (9hp) **Att** 1 × bite (1d6) **THACO** 18 [+1] **MV** 120' (20') **SV** D12 W13 P14 B15 S16 (2) **ML** 8 **AL** Neutral

► **Detect fairies:** All animals can sense fairies and exhibit an uneasiness in their presence. In piskers, however, this instinct is honed to perfection. A pisker (even when sleeping!) can detect fairies within 20' and will make their presence known by incessantly yelping (for at least 1 turn).

7. SEELIE DOG

Tall, silver-furred hounds with the delicate bone structure and long legs suited for running. Seelie dogs' eyes are bright pink and they are said to be of fairy ancestry.

AC 6 [13] **HD** 1 (4hp) **Att** 1 × bite (1d4) **THACO** 19 [0] **MV** 180' (60') **SV** D12 W13 P14 B15 S16 (1) **ML** 7 **AL** Neutral

► **Language:** Cannot speak, but understand Woldish and Sylvan.

► **Loyalty:** Seelies are notoriously picky about their companions—there is only a 2-in-6 chance of a seelie dog taking to a mortal owner. If the dog dislikes the owner, it will be utterly obstinate. If it likes the owner, it will be unfailingly loyal.

8. SPOOKHOUND

Slender, gentle-natured hounds with short, dappled white/grey fur, long, fluffy tails, and buggy eyes. Bred for their highly honed ability to detect the presence of the undead.

AC 7 [12] **HD** 1+1 (5hp) **Att** 1 × bite (1d4) **THACO** 18 [+1] **MV** 120' (40') **SV** D12 W13 P14 B15 S16 (1) **ML** 6 **AL** Neutral

► **Smell undead:** Spookhounds can smell undead monsters (both corporeal and incorporeal) within 60'. They are typically trained to bark in response to this scent.



Lodgings and Food

The comforts of a real bed and a hearty meal, oft dreamed of by adventurers!

POOR LODGINGS

Item	Cost
Food (main dish)	1sp
Food (side dish)	5cp
Lodging: common room floor, 1 night	2cp
Lodging: shared room (8 beds), 1 night	1sp
Lodging: shared room (4 beds), 1 night	2sp
Stabling and fodder, 1 night	2sp

COMMON LODGINGS

Item	Cost
Bath in private room	5sp
Food (main dish)	3sp
Food (side dish)	2sp
Lodging: common room floor, 1 night	5cp
Lodging: shared room (2 beds), 1 night	4sp
Lodging: private room, 1 night	8sp
Stabling and fodder, 1 night	4sp

FANCY LODGINGS

Item	Cost
Bath in private room	4sp
Food (main dish)	2gp
Food (side dish)	15sp
Food (dessert)	2gp
Lodging: private room, 1 night	1gp
Lodging: double room, 1 night	2gp
Lodging: private suite, 1 night	5gp
Personal services (coiffure, laundry, etc.)	1gp
Private dining room	1gp/person
Stabling and fodder, 1 night	6sp

QUALITY OF LODGINGS AND FOOD

Lodgings in Dolmenwood are classified as one of three levels of quality: poor, common, or fancy. The lodgings, food, and services offered by an establishment depend on its quality. The following lists describe some of the most common dishes served in the inns and taverns of Dolmenwood. Certain establishments serve their own specialties in addition.

POOR FOOD

Poor establishments typically have a selection of 1–2 dishes available on any given day.

Main Dishes

- 1. Battered pizzle:** The generative organs of a slaughtered bull, sliced up, battered, and fried. Rich and gristly stuff.
- 2. Blood porridge:** Oat porridge with a healthy portion of bloodworms mixed in. Some folk like their worms still wriggling.
- 3. Bubble and squeak:** Fried up leftovers from yesterday's supper. Commonly a mix of cabbage, root vegetables and meat scraps.
- 4. Dregger's pie:** Acorns and sloppy mixed innards baked in a tough pastry shell. The stench when the crust is cracked open is said to recall the back alleys of Dreg.
- 5. Fisher's gruel:** Grain slop cooked in a fish-bone stock.
- 6. Roast wellington:** Layers of leftover mash, cabbage leaves, and chicken skin, rolled up and roasted.
- 7. Special pasty:** Butter and sheep fat pastry encasing meaty chunks of unknown origin. (Best not to ask.)
- 8. Woad in the hole:** Crispy chicken or sparrow feet poking out of a spongy baked batter. (No actual woads' legs are anywhere to be seen—they are far too expensive!)

Side Dishes

- 1. Codswallop:** A putrid, off-white slop. No one is quite sure what's in it.
- 2. Pig's ear:** Crispy fried hog's ear. Nice and hairy.
- 3. Sourcroute:** Fermented cabbage, often accompanied by an unwanted edge of mould.
- 4. Wormskin:** The skins of any worms that wriggle in the region (earthworms, bloodworms, nightworms, etc.), fermented in strong vinegar.



COMMON FOOD

Common establishments typically have a selection of 2–3 dishes available on any given day.

Main Dishes

1. **Mutton roast:** Slices of smoky roast mutton, slathered in garlic gravy.
2. **Onion sandwich:** White bread, butter, raw onion slices, and lashings of congealed whey.
3. **Pook's pudding:** A suety pudding of mallow and locally foraged mushrooms.
4. **Puggle pie:** Puggle-flesh and mushroom gravy in flaky pastry. (Puggles are miniature fungivorous dogs that live in Dolmenwood.)
5. **Sausage and mash:** Fried bog-swine sausages from Dreg on a bed of mashed swede, potato, or carrot.

6. **Shanky:** A pair of chicken or quail legs wrapped in vinegared oak leaves and bitter mugwort.

7. **Snail skewers:** Forest snails skewered on metal spikes and roast over a wood fire. Served with a dipping custard.

8. **Trottel mash:** Mashed root vegetables (commonly turnip and burdock) laced with trotteling bacon. (Trottelings are tiny forest pigs.)

Side Dishes

1. **Pickled eggs:** Hard-boiled eggs preserved in vinegar.
2. **Coldlanks:** Raw, grated onion mixed in a mustard and beer marinade.
3. **Hameth sprats:** Little fish, crispy fried in batter.
4. **Ruddy chad:** A hunk of mature, red-veined cheese.



FANCY FOOD

Fancy establishments typically have a wide selection of 4–6 dishes available on any given day.

Main Dishes

1. **Blackbird pie:** A feast of blackbirds (traditionally two dozen whole birds!) baked in a pie crust with cream.
2. **Brathering:** A famed Prigwort speciality: pancakes layered with sliced apple, cured sausage, and gooseberries.
3. **Jellied lamprey:** Thick-sliced lamprey in an exquisite, spiced jelly.
4. **Longmere pike:** A whole pike, stuffed with leek and sage, served with fresh forest greens.
5. **Maids o' the lake:** A Dolmenwood delicacy: thigh-sized, translucent pink squid fried in garlic butter. (Many inns will not serve this dish on the night of the full moon, as it is said to attract the attention of witches.)
6. **Roast lurkey:** Juicy flesh of the notoriously difficult to catch Dolmenwood game bird.

7. **Unicorn rump:** Tender venison of the deer-like beasts known as false unicorns. (The flesh of true unicorns may only be served at the duke's table.)

8. **Whole suckling pig:** A whole piglet, spit-roast, complete with an apple in its mouth. A true hero's feast!

Side Dishes

1. **Larks' tongues in aspic:** Delicate songbirds' tongues preserved in sweet jelly.
2. **Old Shuck:** Rigid slices of stinking, ultra-mature cheese.
3. **Sparrey:** A melt-in-the-mouth confection of crispy, sugared moth wings.
4. **Vinegared troll moss:** Sweet and sour moss, pilfered from the moss-gardens of Dolmenwood trolls.

Desserts

1. **Fondant pastries:** Freshly baked, dusted with sugar.
2. **Sugared plums:** A taste of summer, all year round.
3. **Trifle:** Layered berries, sponge, custard, and cream.
4. **Walnut tarts:** Topped with whipped cream.

Beverages

What better than to end the day over a strident ale with one's companions?

BEERS

Type	Cost	Rarity
Barrowblaster	9cp	Common
Cobsworth pale	5sp	Uncommon (3-in-6)
Halhthwidden's	3sp	Uncommon (3-in-6)
Keye's balm	1sp	Common
Marrowhyte dark	2sp	Common
Pilston's heartbreaker	4cp	Common

SPECIALIST BEVERAGES

Type	Cost	Rarity
Globwob	2sp	Uncommon (3-in-6)
Mead	12sp	Uncommon (3-in-6)
Moon's milk (new moon)	2sp	Rare (1-in-6)
Nippers	5sp	Uncommon (3-in-6)

SPIRITS

Type	Cost	Rarity
Distillation of dusk	7sp	Uncommon (3-in-6)
Ether of blue	5sp	Uncommon (3-in-6)
Lord Oberon's ambrosial	1gp	Rare (1-in-6)
Minstrel's cordial	2sp	Common
The night liqueur	6sp	Uncommon (3-in-6)
Old Swythener	5cp	Common
Pokey nog	5sp	Uncommon (3-in-6)
Porrid's full moon	1sp	Uncommon (3-in-6)
Prigwort pure	7sp	Rare (1-in-6)
Prigwort tippie	3sp	Common
Purple aspintheon	1gp	Rare (1-in-6)
Wakelyke's scarlet	4cp	Uncommon (3-in-6)

WINES

Type	Cost	Rarity
Buckland fizz	12sp	Uncommon (3-in-6)
The Cold Prince	35sp	Rare (1-in-6)
Faggley's iced	14sp	Uncommon (3-in-6)
Inkling wine	11sp	Uncommon (3-in-6)
Lady Mauve	3gp	Rare (1-in-6)
Underbrood's vintage	5gp	Rare (1-in-6)

RARITY

Common beverages are available in taverns throughout Dolmenwood. **Uncommon** beverages have a 3-in-6 chance of being stocked by an establishment on any given night. **Rare** beverages have only a 1-in-6 chance of being in stock.

BEERS

1. Barrowblaster: A robust ale, streaked black and white, with a rich, iron-like flavour. **Effect:** Causes belching and goggling.

2. Cobsworth pale: A fine, fizzing ale with a yellow hue and the flavour of cherry syrup. **Effect:** Indulging brings on a propensity for pointed philosophical debate.

3. Halhthwidden's: A gloopy, grey ale that tastes of plum and cinnamon. **Effect:** Provokes indiscriminate sexual advances.

4. Keye's balm: A golden ale that tastes of honey and hops. **Effect:** Causes good-natured slumping.

5. Marrowhyte dark: A thick stout as black as midnight on a moonless night. Tastes of smoky bacon. **Effect:** Brings on a woozy empathy.

6. Pilston's heartbreaker: A milky white ale that tastes of singed elderberries. **Effect:** Causes a delirious state of cackling and misdirected aggression.

SPECIALIST BEVERAGES

1. Globwob: A stinking grey-green slop of aged lichen and yeast froth. A commonplace moss dwarf beverage. Tastes of rank ditch water. **Effect:** Induces light-hearted tomfoolery and cathartic vomiting.

2. Mead: A sweet, syrupy wine made from fermented honey. Especially beloved by woodgrues. **Effect:** Induces a warm, cosy feeling in the belly and a light, eloquent state of mind.

3. Moon's milk (new moon): Exported from the moss dwarf village of Orbswallow. A sweet and awfully sour fermented mix of milky and fruity liquids. **Effect:** Brings on a state of jovial banter.

4. Nippers: A distillation of fermented catnip which is a common vice among grimalkins. Insipid stuff for non-grimalkins. **Effect:** Drives cat-folk wild and raucous.

SPIRITS

1. **Distillation of dusk:** A rare, ultraviolet spirit with a lingering, oaken after-taste. **Effect:** Brings on a delightful state of listless lounging.
2. **Ether of blue:** A spirit with a delicate, translucent aqua hue and a flavour akin to custard with a hint of skunk. **Effect:** Brings on a state of languid eroticism.
3. **Lord Oberon's ambrosial:** Prigwort's finest distillation. An insipid brown spirit tasting of sour rosehips. **Effect:** Imbibers slip into a blissful reverie.
4. **Minstrel's cordial:** A frothy, orange spirit that tastes of malted rye. **Effect:** Brings on a state of unexpected poetry.
5. **The night liqueur:** A spirit of violent, greenish-purple hue. Tasteless but highly astringent. **Effect:** Brings about a soporific languor.
6. **Old Swythener:** A colourless spirit, tasting of charred beech and honey. **Effect:** Brings on a state of rampant disorientation.
7. **Pokey nog:** A fermented custard, egg-yolk yellow in hue and with a delightful, creamy flavour. **Effect:** Brings on a state of rambunctious speaking in tongues.
8. **Porrid's full moon:** A spirit of profound indigo hue that tastes of blackcurrant. **Effect:** Causes cathartic bellowing and screeching.
9. **Prigwort pure:** A rich, emerald green spirit with a flavour alike to woody salmon. **Effect:** Causes a state of eloquent camaraderie.
10. **Prigwort tippie:** A recent export from the cheaper distilleries of Prigwort. An electric blue spirit that tastes of chestnut and fennel. **Effect:** Inspires giddy hijinks.
11. **Purple aspintheon:** A spirit of the utmost refinement. Pale mauve in colour, tasting of bitter liquorice. **Effect:** Brings on a clear-headed state in which the drinker feels immortal.
12. **Wakelyke's scarlet:** A deep red spirit with a wince-inducing, acrid flavour. **Effect:** Causes gagging and shouting, when drunk to excess.



Inebriation (Optional Rule)

For each measure consumed, make a CON check. Failure indicates that the character has reached the next level of inebriation. A natural 20 indicates an increase of two levels of inebriation.

Levels of Inebriation

- **Sober:** No effects.
- **Tipsy:** The effects of the beverage (as noted in its description) start to become appreciable. The character suffers a –1 penalty to attack rolls.
- **Drunk:** The effects of the beverage (as noted in its description) are in full effect. The character suffers a –1 penalty to attack rolls and saving throws and gains 1d4 bonus hit points (these can increase the character's current hit point total above the normal maximum). Damage is subtracted first from the bonus hit points. Upon sobering up, remaining bonus hit points are lost.
- **Groggy:** The effects of the beverage (as noted in its description) are in full effect. The character suffers a –2 penalty to attack rolls and saving throws.
- **Unconscious:** The character passes out.

Sobering Up

An inebriated character who ceases to drink loses one level of inebriation every 1d4 hours.

WINES

1. **Buckland fizz:** A clear, sparkling wine that tastes of bitter herbs. **Effect:** Brings on dreamlike visions.
2. **The Cold Prince:** A colourless, bubbling wine always served on ice. The wine is said to contain fairy grapes, but is not itself produced in the immortal realm of Fairy. Tastes like pear and honey. **Effect:** Inspires the imbibor to feats of romantic daring.
3. **Faggley's iced:** An ice wine imported from the far eastern reaches of the Duchy. Tastes of elderflower and spring bouquets. **Effect:** Inspires a drowsiness punctuated with serene visions of snowdrifts.
4. **Inkling wine:** A rich, full-bodied red wine that tastes of syrup, over-ripe plums, and hawberries. **Effect:** Rankles the spirit, when drunk to excess, provoking a belligerent and arrogant mood.
5. **Lady Mauve:** A delicate, violet wine imported from Fairy. Tastes of plum and charred lavender. **Effect:** Causes one's sorrows to drift away.
6. **Underbrood's vintage:** A gourmet red wine from the legendary, deceased vintner Wayfellow Underbrood. In very short supply, and priced accordingly. Has an exquisitely robust flavour, with undertones of lemon zest, and mead. **Effect:** Overindulgence causes an embarrassingly rapid dissolution of muscle control.

Pipeweed

According to some seasoned wayfarers, smoking a soothing weed is second to none at easing the troubles of the road.

PIPES

Item	Cost (gp)
Beechwood pipe	5gp
Cherry-wood pipe	15gp
Clay pipe	1gp
Gourd pipe (moss dwarf style)	2gp

PIPEWEED (COST PER SMOKE)

Type	Cost	Rarity
Barley blend	4 cp	Common
Burglar's blend	3 cp	Uncommon (3-in-6)
Crofter's daughter	5 cp	Common
Dusty Abbot	2 sp	Rare (1-in-6)
Fatty lumpkin	7 cp	Uncommon (3-in-6)
Flufftop	1 sp	Uncommon (3-in-6)
Gamgy weed	5 cp	Common
The gibbet's gift	7 cp	Uncommon (3-in-6)
Green Jenny	8 cp	Uncommon (3-in-6)
Lanksbottom leaf	6 cp	Common
Mogglemoss	18 cp	Uncommon (3-in-6)
Mummer's farce	8 cp	Common
Old Doby	6 cp	Common
Pedlar puff	7 cp	Common
Shaggy pony	7 cp	Common
Special shag	3 sp	Uncommon (3-in-6)
Speckled wurm	25 cp	Uncommon (3-in-6)
Wayside wisp	25 cp	Rare (1-in-6)
Westron weed	2 sp	Rare (1-in-6)
Witch's shag	8 cp	Uncommon (3-in-6)

What is Pipeweed?

The eternal question of what exactly pipeweed is and where it comes from, in a fantasy setting, is left to the referee's discretion. In some campaign worlds, it may be tobacco as we know it in the real world. In other settings, pipeweed may be an entirely different plant, native to the Dolmenwood region.

RARITY

Common pipeweeds are available in settlements throughout Dolmenwood (typically purchased from tavernkeepers or from wandering pedlars who specialise in the weed). **Uncommon** weeds have a 3-in-6 chance of being found in a settlement on any given day. **Rare** weeds have only a 1-in-6 chance of being available.

PIPEWEED

1. Barley blend: Finely chopped, golden-brown leaf with malty undertones and a smooth, sweet taste. A cheap weed, favoured by farmers and ploughmen. **Effect:** Aids digestion after a heavy meal.

2. Burglar's blend: A stringy, rough-cut mix of black and chestnut brown leaves. Its coarse, bonfire aroma makes it an acquired taste. **Effect:** Keeps one awake in the dead of night.

3. Crofter's daughter: A soft, auburn-hued leaf. Its smooth aroma carries a note of citrus. A homely weed, beloved of townsfolk. **Effect:** Makes one feel happy with one's lot.

4. Dusty Abbot: An ultra-fine dust (can also be taken as a snuff) of purplish-brown hue. Produces a cool, refined smoke with the odour of rosewood and the taste of cherry. Favoured by the noble classes. **Effect:** Elicits a state of jovial eloquence.

5. Fatty lumpkin: Uncut leaves, crumbled roughly. Tastes sweet and nutty, smells of elderberries. **Effect:** Brings on a ravenous appetite.

6. Flufftop: A soft, furry, golden leaf, roughly cut, glistening with fragments of crystalline pollen. Produces a thick, greenish smoke with a heady aroma of spice. Favoured by Grimalkin. (Some say this weed originated in Catland.) **Effect:** Brings on a state of light-hearted whimsy.

7. Gamgy weed: Slivered, semi-dried leaf of brown-green hue. The pungent aroma has an off-putting edge of ammonia, but the smoke is smooth and floral. **Effect:** Causes a heavy sleepiness.

TODO illustration



8. The gibbet's gift: Ashen white dust. Produces an exceptionally thin, penetrating smoke that seeps across the ground. The smoke is almost odourless, but tastes strongly of gravy. **Effect:** Smoking this pipeweed aids one in following through with unpleasant decisions.

9. Green Jenny: Raw, rolled leaves of a variety that will burn undried. The smoke is thin and astringent, but the taste is sublime, with notes of apple and walnut. **Effect:** Smoking this weed in excessive quantities causes one's vision to take on a green tinge.

10. Lanksbottom leaf: Chopped almost to dust, this common pipeweed is near black in colour and has a robust, chocolate aroma. Grown in the warm valleys of the southern High Wold. The favoured smoke of lower class goatfolk. **Effect:** Brings on a state of merry arrogance.

11. Moglemoss: Rich, green curls that produce a smouldering, emerald smoke. The aroma is of springtime, the taste of cheese and onion. Favoured by woodgrues, scabbers, and (rumour has it) the Drune. **Effect:** Causes an introspective state in which the obscure may become clear.

12. Mummer's farce: A finely shredded, oak-brown leaf with fibrous hairs. Favoured by gamblers, its pungent, nutmeg aroma lingers in the taverns of Dreg. **Effect:** Inspires jollity and hijinks.

Smoking (Optional Rule)

The many pipeweeds listed in this section are assumed to simply add flavour to the campaign world, without having any specific mechanical effect. Groups who wish the smoking of pipeweed to take on a more functional (and therefore perhaps more prominent) role in the campaign may use the following rule.

Quiet Contemplation

When vexed by a problem, a character may sit down, get out their pipe, and spend an hour smoking in quiet contemplation or in debate with companions.

If the hour passes undisturbed, the player may make an INT check. If several characters smoke and debate together, the most intelligent character makes the INT check, with a +1 bonus per companion (maximum of +4). If the INT check succeeds, the referee gives the player a clue about the problem being contemplated.

13. Old Doby: Sumptuous, velvety, red-brown leaf with an aroma reminiscent of the woods in autumn. Old Doby is regarded by many as the forefather of all varieties of pipeweed. A common but well-loved leaf. **Effect:** Calms the nerves and lightens the spirit.

14. Pedlar puff: A rich, densely packed, sticky leaf, lustrous near-black in colour. The smoke is thick and cloying, the aroma like that of summer rain. **Effect:** Smoking this pipeweed enhances the determination of foot-travellers whose destination still lies far away.

15. Shaggy pony: A stringy, oat-brown leaf that smells of horse. The smoke is sweet (and also horsey) and tastes of baked tomato. **Effect:** Aids deep and restful sleep.

16. Special shag: Rich, moist, finely-cut leaf of dark, reddish-brown hue. The refined aroma carries notes of plum blossom. Bears the Ducal seal of approval. **Effect:** Enhances good judgement in trying times.

17. Speckled wyrm: A blend of greyish, rough-cut leaf with strands of silver. The taste is hoppy; the smoke is woody and is speckled with glittering, silver motes. **Effect:** Brings about a state of intent concentration.

18. Wayside wisp: A fine, supple leaf of silvery hue. Produces coils and spirals of violet smoke, smelling of lavender. This rare and refined leaf is said to be cultivated in Fairy. **Effect:** Smoking it brings on a state of wonder and glee.

19. Westron weed: Dense, fibrous leaf of copper-red hue. Imported from the distant west. Produces a heavy, dark smoke with the odour of smoked fish. **Effect:** Inspires dreams of travel and adventure.

20. Witch's shag: A blend of yellow and purplish leaves, finely cut. The smoke is smooth and fruity. **Effect:** Inspires a pleasant dizziness.

Mushrooms and Herbs

Those which are commonly known for their practical or magical properties.

MUSHROOMS AND HERBS

Type	Cost (gp)	Rarity	Summary of Effect
Arrowhame	50	Rare (1-in-6)	Grants a save versus poison against a magical disease
Blood canker	15	Uncommon (3-in-6)	Cures 1d3 hit points; risk of losing 1 CON
Bosun's balm	15	Uncommon (3-in-6)	Reduces the effects of encumbrance
Fenob	5	Common	Recover 1 hit point overnight
Garlic	5	Common	Wards vampires
Gillywort	10	Uncommon (3-in-6)	Warns of poison in liquids
Grue's ear	50	Common	Psychedelic; increases alertness
Hogscap	75	Rare (1-in-6)	Psychedelic; detect magic
Lankswith	3	Common	Cures common ailments
Lilywhite	3	Uncommon (3-in-6)	+2 bonus to checks to get a good night's sleep
Marshwick	75	Uncommon (3-in-6)	Grants a save versus poison against animal venom
Offeritch	60	Uncommon (3-in-6)	Grants a save versus poison against botanical poison
Sallow parsley	20	Uncommon (3-in-6)	Gain 2 extra hit points when resting for a day
Smottlebread	25	Uncommon (3-in-6)	Psychedelic; +2 bonus to saves against magic
Spirithame	40	Uncommon (3-in-6)	Cures 1d2 hit points
Tom-a-merry	150	Rare (1-in-6)	Psychedelic; see invisible
Wallowmost	60	Rare (1-in-6)	Grants a save versus poison against fungal poison
Wayfarrow	10	Common	Alleviates the effects of a forced march
Witch's oyster	50	Rare (1-in-6)	Psychedelic; grants an oracular vision
Wolfsbane	10	Uncommon (3-in-6)	Repels lycanthropes

RARITY

Common items are available in settlements throughout Dolmenwood (typically from a herbalist or apothecary). **Uncommon** items have a 3-in-6 chance of being found in a settlement on any given day. **Rare** items have only a 1-in-6 chance of being available.

MUSHROOMS AND HERBS

1. Arrowhame: Tiny, dried leaves of a climbing plant. Rehydrated and applied as a paste to diseased flesh, grants a saving throw versus poison against a disease of magical origin. If the save succeeds, the disease recedes within 1d3 days. Repeat applications of arrowhame are ineffective.

2. Blood canker: Rust-red dried residue of a slime-mould prevalent in Mulchgrove. Mixed with alcohol and drunk, cures 1d3 hit points. Each usage of blood canker has a 2-in-6 chance of permanently reducing the character's CON by one point.

3. Bosun's balm: Roots dredged up from a rare river weed. Eaten at breakfast, the herb stimulates the body's energies, bringing on great endurance for one day. If using the optional rule for simple encumbrance (see *Encumbrance* in *Old-School Essentials*), a character in heavy armour is treated as wearing only light armour and a character in light armour is treated as unarmoured. If using the optional rule for detailed encumbrance, the weight of the character's armour is reduced by 50%.

4. Fenob: The root-bulbs of a forest flower. A bulb of fenob placed under the tongue before bed causes the character to recover one hit point if a good night's rest is had.

5. Garlic: Aromatic bulbs in the onion family. Said to be effective at repelling vampires.

6. Gillywort: A finely ground, white powder derived from the leaves of a creeper that favours dank cave-mouths. When the powder is added to liquid, it turns a shocking purple hue in the presence of poisons. A dose of gillywort is enough to test one liquid.

7. Grue's ear: Rubbery pink ear fungus. Consuming a specimen brings on a mild psychedelia wherein the character's vision is tinged pink and they become sensitive to bright light. The character's alertness is also enhanced, reducing the chance of being surprised to 1-in-6. (This may mean the character is able to act in the surprise round while their companions are surprised.) These effects last for 2d6 turns. Grue's ear loses its potency with repeated use—after each usage, there is a 2-in-6 chance that the character will henceforth require an extra dose to gain a noticeable effect.

8. Hogscap: Mottled, fist-sized puffballs, harvested in their plump, immature stage. Consumption brings on a woozy state of mild psychedelia, with wobbling vision and hallucinations of distant wails and keening. The character suffers a –1 penalty to attack rolls but gains the ability to sense magical influence in objects touched. The effects last for 1d6 hours.



9. Lankswith: Powdered root of a floating pond weed. Taken as a tea with supper, cures common ailments overnight.

10. Lilywhite: Carefully dried and folded petals of a marsh lily. Smoking the petals in a pipe brings on a deep, soporific state that aids sleep in harsh conditions. Smoked before bed, the character gains a +2 bonus to any CON checks required to rest (see *Camping*, p94).

11. Marshwick: The seeds of a scarce and unremarkable marsh flower, ground into a blue powder. Drunk with a swig of wine, grants a saving throw against animal venom. If the save succeeds, the venom is neutralised. Repeat doses are ineffective.

12. Ofteritch: A black liquid fermented from the young roots of the lantern elm. Drinking ofteritch grants a saving throw against a poison of plant origin. If the save succeeds, the poison is neutralised. Repeat doses are ineffective.

13. Sallow parsley: Silvery-leafed young shoots of a rare fern, which look uncannily like the culinary herb parsley. On a day spent resting in safety, a character who drinks an infusion of this herb throughout the day will recover two hit points. This is in addition to the usual recuperative effects of resting (see *Damage and Healing in Old-School Essentials*).

14. Smottlebread: Spongy, green, bread-like hunks of giant mushroom flesh. Consuming a chunk of smottlebread causes a trance state lasting 1d6 turns, during which the character enters into communion with the spirit of the smottlebread—a gargantuan, benevolent, elephantine entity formed of green spheres. While the trance lasts, the character is completely immobilised. Following the trance, the character's vision is tinged green and their coordination is fuddled (this incurs a –1 penalty to melee attacks and a –2 penalty to missile attacks). Contact with the fungal spirit steels the character's mind, granting them a +2 bonus to saving throws against magic. Post-trance effects last for 1d6 turns.

15. Spirithame: Delicate, curled leaves of a rare moss. When crushed and applied to wounds, cures 1d2 hit points. Spirithame loses its effectiveness quickly—a character can only benefit from one dose per day.

16. Tom-a-merry: Tiny, cute mushrooms as tall as a baby's finger, with pointy blue caps. Consuming a dose of tom-a-merry induces a hallucinatory state where time lurches and becomes distorted. In combat, this causes the affected character to always act last in the round and to suffer a –2 penalty to attack rolls and saving throws. The character also gains the ability to see invisible objects and creatures. The effects last for 1d6 turns.

Foraging

When PCs forage in Dolmenwood, in addition to finding food, they may also come across interesting mushrooms or herbs. These may include the useful varieties listed here and other less well-known species that grow in the wild reaches of the Wood. The referee determines the types of mushrooms or herbs found, depending on the region of the Wood being explored.

Selling Foraged Specimens

Herbs or mushrooms foraged from the woods can typically be sold to a specialist (e.g. a herbalist or apothecary) for half of the listed price.

17. Wallowmost: Fluffy yellow buds of a spring plant that flowers in Mulchgrove. Chewed to a paste and swallowed, the flowers grant a saving throw against a poison of fungal origin. If the save succeeds, the poison is neutralised. Repeat doses are ineffective.

18. Wayfarrow: Desiccated red berries of a thorny bush. Chewing the berries throughout the day brings on great vigour and stamina when marching. If the character engages in a forced march, they have a 50% chance of being fit for action the following day, without the usual penalties for not resting (see *Wilderness Adventuring in Old-School Essentials*).

19. Witch's oyster: Miniature, bright violet oyster mushrooms that grow in high tree branches. Drinking the water in which a specimen is boiled induces a visionary trance lasting 1d4 hours. Upon awakening, the character has gained an oracular insight into a topic that puzzles them. The referee should describe the insight to the player, determining its accuracy by rolling 1d6: 1–2: the insight is entirely apposite and truthful, 3–4: the insight hints at the truth in a mysterious manner, 5–6: the insight is entirely misleading.

20. Wolfsbane: Dried bunches of a fragrant-leafed herb that grows in the High Wold. This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat. A “dose” of wolfsbane is sufficient for use in one combat.

Trinkets

Oddments and knick-knacks an adventurer may have about their person.

As a final step in character creation, the referee may allow players to roll d100 on the table of trinkets, granting the new character an odd, possibly slightly magical item.

NPCs: The table of trinkets may also be used by the referee as a Dolmenwood-themed “what’s it got in its pockets?” table for NPCs and monsters.

TRINKETS (01–50)

d100 Trinket

- | | |
|----|---|
| 01 | A moss dwarf pipe that blows rainbow-coloured smoke rings. |
| 02 | The fairy sword that slew your father. |
| 03 | A piece of the moon that fell to earth. (Or is it a hunk of desiccated cheese?) |
| 04 | The skull of a Drune, stolen from a forbidden crypt. |
| 05 | A silver mirror that always reflects the sky. |
| 06 | The scintillating, silvery feather of a witch owl. |
| 07 | A clay effigy that whispers to you in your sleep. |
| 08 | A gauntlet of wyrm scales. |
| 09 | A foot-long, spicy sausage. |
| 10 | A cosy, sheepskin jerkin. |
| 11 | A miniature brass gnome. (Appears on your pillow looking at you each morning.) |
| 12 | A clump of writhing, black moss that you scraped off a looming monolith one lonely night. |
| 13 | A jar that breeds flies, even when tightly sealed. |
| 14 | An ash wand stained with the blood of a troll. |
| 15 | A dashing velvet beret. |
| 16 | A love letter you are penning in silver ink to your fairy betrothed. (To be placed within a ring of toadstools for delivery.) |
| 17 | A stuffed vole dressed in a charming waistcoat. |
| 18 | An elf-bone flute. It emits no sound in the daytime, but plays a haunting melody at night. Once you play, you cannot stop until daybreak. |
| 19 | A fine set of silver cutlery and a floral china tea-set, all packed in a wicker hamper. |
| 20 | A goatskin pouch full of giblets. |
| 21 | An ornate lantern you found in a bog. |
| 22 | A brass owl statue with eerie black eyes. |
| 23 | A sheet of parchment with a charcoal sketch of your long lost love. |
| 24 | A pebble that glows faintly in the dark. |
| 25 | A ball of silvery twine that is invisible in moonlight. |
| 26 | An hourglass which constantly flows in one direction. It cannot be inverted. |
| 27 | A unicorn statuette carved out of mushroom-wood. |

d100 Trinket

- | | |
|----|--|
| 28 | A butter knife that can cut through metal. |
| 29 | Sixteen silver pieces, greased with slippery magical oil that cannot be washed off. |
| 30 | A tiny book of nonsense poetry, bound in purple leather. |
| 31 | A raven's feather quill that writes (in jet black) without ink. |
| 32 | A jaunty cap (with a feather stuck in it) which jumps up whenever anyone says your name. |
| 33 | The pink wobbly severed hand of a gelatinous ape, still fresh and sweet. |
| 34 | A pair of stripy woollen socks that keep your feet as warm and dry as if you were wearing fine boots. |
| 35 | A silver belt woven from the mane of a kelpie. |
| 36 | A fragment of glowing crystal that you found in a dream. |
| 37 | A tiny wicker effigy that you stole from a witch's hovel. |
| 38 | A porcelain teapot painted with a scene of owls devouring humans. |
| 39 | A bright red egg that was given to you by a brownie. |
| 40 | A glass jar containing the tiny, frozen form of your only sister. |
| 41 | A folio of pressed sprite-wings. |
| 42 | A lock of hair from the first person you killed. |
| 43 | A blood sausage, allegedly made of goat-man blood. |
| 44 | A locket with a portrait of a fluffy pussy cat wearing a plush crown. “For the love of King Pusskin” is inscribed on the back. |
| 45 | A wanted poster for yourself. |
| 46 | A rusty knife that a ghost dropped in your path. It can only harm spirits. |
| 47 | A bone statuette of a mermaid with prodigiously hairy armpits. |
| 48 | The broken tip of a unicorn's horn. |
| 49 | A napkin and cutlery that you stole from a fancy inn. |
| 50 | A silver ring that shrinks or expands to fit whatever finger it is placed upon. |



TRINKETS (51–00)

d100 Trinket

- | | |
|----|--|
| 51 | A dubious fake moustache made of rat fur. |
| 52 | A long kilt of woven moss. |
| 53 | A silver spoon that drips honey on command. |
| 54 | A mote of sunlight, trapped in a scintillating crystal. |
| 55 | The skeleton of an especially large toad, in pieces. |
| 56 | A diorama of two stuffed mice riding stuffed squirrels, jousting. |
| 57 | The mummified hand of a bog body. |
| 58 | Blueprints for a marvellous mechanical mouse organ clock. |
| 59 | An enormous brass belt buckle in the shape of a green man face. |
| 60 | A black stone which always points towards the sun. |
| 61 | A short length of silver cord and a delicate hook, said to be able to catch fairy fish in puddles. |
| 62 | A drinking horn featuring erotic carvings. |
| 63 | A skeletal finger that scrapes and scratches at dusk. If provided with a means of making marks (e.g. dipped in ink or blood, a surface that can be scratched), it writes macabre prophecies. |
| 64 | A head-sized glass sphere with a neck opening. |
| 65 | Your grandmother's creepy glass eye. You sometimes feel her presence watching you. |
| 66 | A tiny silver fish in a jar of water. At night, it comes to the surface and whispers the names of everyone within 5'. |
| 67 | A bloodstained jester's hat. |
| 68 | A sack of tasty fried chicken legs. |
| 69 | An empty notebook. Anything written in it disappears at sunrise. |
| 70 | An icicle that never melts. |
| 71 | A long-nosed masquerade mask. |
| 72 | A necklace of miscellaneous humanoid teeth. |
| 73 | A curious moss dwarf wind instrument carved out of a gourd. You can't figure out which hole to blow in. |
| 74 | An especially dapper bowler hat. |
| 75 | A moleskin wristband, anointed with exotic fairy perfume. |
| 76 | A thigh-bone flute. |

d100 Trinket

- | | |
|----|--|
| 77 | A well-loved walking stick with a goat's head handle. |
| 78 | Bright red leather boots. |
| 79 | A glass bottle that annihilates any liquid poured into it. |
| 80 | Black stone dice with white skulls for pips. |
| 81 | A circular ceramic amulet which displays the current moon phase. |
| 82 | The horn of a goat-man, hung from a necklace. |
| 83 | A pouch which feels heavy (as if full of pebbles) even when empty. |
| 84 | A clay pot labelled "Frog Paste", containing what appears to be frog paste. |
| 85 | A gnarled root shaped like a moss dwarf. |
| 86 | A collection of papers with scrawled notes detailing your life story. The odd thing is that you found these notes on the corpse of a stranger, drowned in a ditch. |
| 87 | A bloody knife that cannot be cleaned. |
| 88 | A black rose that never wilts. |
| 89 | A thimble that is always magically full of sweet liqueur. |
| 90 | The board pieces for fairy chess. You have no idea what the rules are (or even if it's a real game). |
| 91 | The cured skin of a whole deer. |
| 92 | The key to the prison cell you escaped from. |
| 93 | A rolled sheet of paper that can magically store one small object as an illustration on the page. The object can be released again by grasping it. |
| 94 | A blue velvet jacket with a hidden pocket which moves when you're not looking. Every time you want to retrieve something from the pocket, it takes a minute of searching to find it. |
| 95 | A story book about the charming exploits of the rat-people of the moon. |
| 96 | A tin whistle whose tones drive cats wild. |
| 97 | A dried mushroom with a face. |
| 98 | A wooden holy symbol of the One True God studded with nails. |
| 99 | A bag of delicious boiled sweets. |
| 00 | A battered hat with a stuffed swan's head stitched proudly at the summit. |



Part Seven

Appendices



A miscellany of background information, rules, and procedures that may be of use to groups who cherish little details to add flavour to the campaign.

Procedures for exploring the wilds of Dolmenwood are presented, along with details on fishing, foraging, and hunting, and optional rules for camping wild. (The *Dolmenwood Campaign Book* provides further detail on the subject of wilderness survival, for the referee.)

The calendar used by the people of Dolmenwood is recounted, in addition to the character of the four seasons in the Wood, the cycles of the moon, and the influence of the moon's phase on the fates of mortal folk.

Lastly, the nobles houses of Dolmenwood and the thirty-four major saints of the Church of the One True God are described. These details may be of interest to players of knight, cleric, or friar PCs.

Exploration

The basic procedures for travelling and exploring in Dolmenwood.

Dolmenwood consists of twelve different types of terrain. Terrain type affects a number of exploration procedures, including travel speed and getting lost—see the **Terrain Types** table. The standard rules and procedures for overland travel (see **Wilderness Adventuring** in *Old-School Essentials*) should be used.

TRACKS AND ROADS

Dolmenwood is crisscrossed with small, meandering, woodland paths which do not aid travel in any meaningful way. Useful pathways which connect two settlements or other locations are classified into two types, as follows.

Tracks: Either well-defined but seldom frequented paths or roads which were once maintained but which have fallen into disuse. Following a track does not speed up travel, but reduces the chance of getting lost.

Roads: Following a maintained road negates the risk of getting lost (except under the most extreme weather conditions) and greatly increases travel speed.

HORSES, WAGONS, AND CARTS

Mounts and vehicles are convenient means of travelling quickly with heavy loads, but become incredibly inconvenient when characters wish to explore off-road. The difficulty of terrain (see the **Terrain Types** table) determines whether mounts and vehicles may be used or not.

Horses: May be ridden along any road or track. Off-road, horses may be ridden in light terrain and may be led through moderate terrain; they may not enter severe terrain.

Wagons and carts: May travel along any road or track. Off-road, wagons and carts may only travel through light terrain; they may not enter moderate or severe terrain.

SEARCHING HEXES

Some hexes on the Dolmenwood campaign map contain features which are hidden from plain sight and which will not be noticed by a party simply wandering through the area. Hidden features can be found by searching a hex.

Time required: Searching a hex reduces the number of miles the party can travel that day. The reduction depends on the difficulty of the terrain (see the **Terrain Types** table):

- ▶ **Light terrain:** 6 miles.
- ▶ **Moderate terrain:** 8 miles.
- ▶ **Severe terrain:** 9 miles.

LOSING DIRECTION

There is a chance of getting lost in the wilds of Dolmenwood, rolled by the referee once per day. The probability of getting lost depends on the terrain being explored and the visibility conditions—see the **Terrain Types** table.

When to roll for getting lost: Typically, the roll for getting lost is made at the start of the travel day. If the party starts the day travelling along a road (no chance of getting lost), the roll for getting lost is made when they leave the road.

Following a track: When following a track, there is a 1-in-6 chance of getting lost. In hazy visibility (e.g. mist, driving rain, or falling snow), the chance is 2-in-6. In poor visibility (e.g. fog or a blizzard), the chance is 3-in-6.

Following a road: Only under the most extreme circumstances is there a chance of getting lost while following a maintained road. In poor visibility (e.g. fog or a blizzard), there is a 1-in-6 chance of getting lost.

If a hunter is in the party: There is a 3-in-6 chance of the hunter being able to find the path again, if the party gets lost.

TODO: Illustration

TERRAIN TYPES

Terrain	Difficulty	Movement Rate		Chance of Getting Lost (by Visibility)		
		Off-Road	On a Road	Normal	Hazy	Poor
Bog	Moderate	33% slower	No modifier	2-in-6	3-in-6	4-in-6
Farmland	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Forest, boggy	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6
Forest, craggy	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6
Forest, hilly	Moderate	33% slower	No modifier	2-in-6	3-in-6	4-in-6
Forest, open	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Forest, tangled	Moderate	33% slower	No modifier	2-in-6	3-in-6	4-in-6
Forest, thorny	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6
Fungal forest	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Hills	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Meadow	Light	No modifier	50% faster	1-in-6	2-in-6	3-in-6
Swamp	Severe	50% slower	25% slower	3-in-6	4-in-6	5-in-6

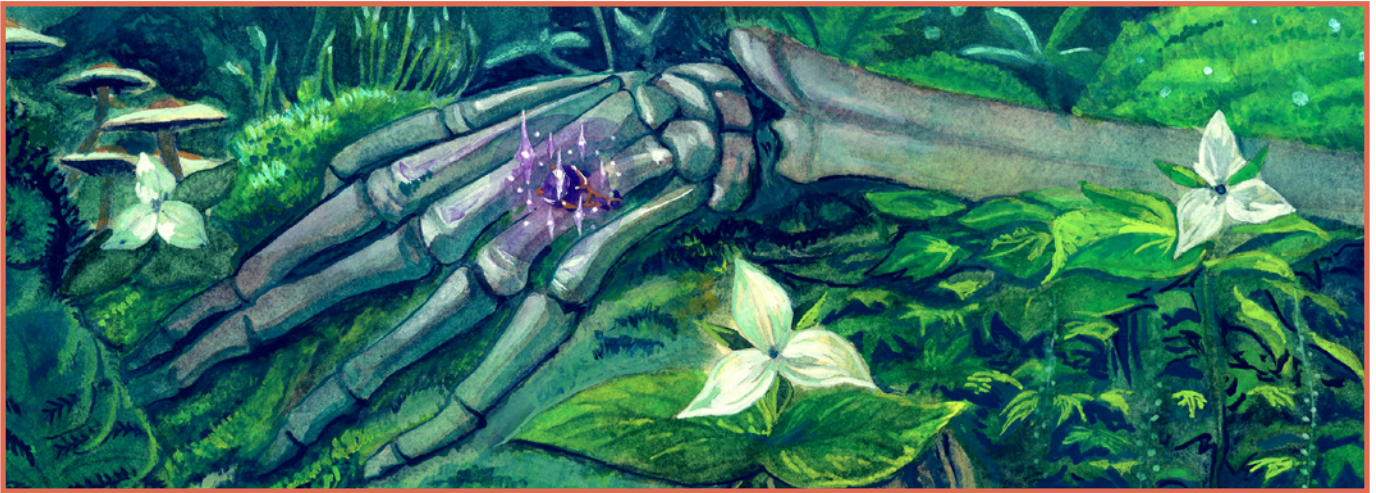
Light terrain: Horses, wagons, and carts travel normally.

Moderate terrain: Horses must be led; wagons and carts may not enter.

Severe terrain: Horses, wagons, and carts may not enter.

Hazy visibility: Mist, driving rain, or falling snow.

Poor visibility: Fog or blizzard.



FINDING FOOD

Dolmenwood is rich in tasty plants, fish, and game animals. Parties travelling for long periods may try to find food in the wilds, rather than relying on rations purchased in a settlement.

Fishing

Fishing must be engaged in as the sole activity for a day—no travelling or resting is possible. A fishing rod and tackle are required (see *New Equipment*, p76). There is a 3-in-6 chance of successfully catching fish. Successful fishing provides food sufficient for 2d6 human-sized beings for a day.

Foraging

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal travel. There is a 1-in-6 chance of success (or 2-in-6 if a friar or moss dwarf is in the party). Successful foraging provides food sufficient to feed 1d6 human-sized beings for a day.

Focused Foraging (Optional Rule)

If PCs wish to increase the chance of finding food, they may be allowed to travel more slowly in order to devote more time to looking out for edible flora.

A party which reduces its movement rate by 50% has a 4-in-6 chance of successfully foraging (5-in-6 if a friar or moss dwarf is in the party).

Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. There is a 1-in-6 chance of successfully stalking game animals (or 5-in-6 if a hunter is in the party). Having crept up on game animals, the party must attempt to kill them. This is handled as a normal combat encounter. Each Hit Die of game animals that is killed yields food sufficient for 1d3 human-sized beings for a day.

Camping (Optional Rules)

Optional procedures for setting up a campsite and sleeping rough.

As the region encompassed by the Dolmenwood campaign map is—for the most part—composed of uncivilised woodland, adventures within its bounds will often involve wild camping. This section presents a set of optional procedures that may be used to add a little extra spice and detail to the day-to-day activity of camping rough in the forest.

THE CAMPSITE

Fetching Firewood

It is always possible to find wood of little use in building a campfire (damp, rotting, frozen, etc.). Finding decent wood is more difficult and depends primarily on the weather. Each character who goes fetching wood can collect enough to keep a campfire burning for 1d6 hours, modified for conditions (e.g. damp: -1, snow: -2, heavy rain: -4).

Building a Fire

Given a means of producing flame (e.g. a tinderbox, magic) and a stash of wood (either gathered from the forest or carried in packs), a character may attempt to build a fire.

Good conditions: In favourable conditions, with decent wood and a relatively dry campsite, fire building automatically succeeds.

Bad conditions: In more troublesome circumstances, the basic chance of successfully getting a fire going is 4-in-6. The referee may reduce the chance of success to account for extreme cold or damp.

Fetching Water

Finding water to drink is assumed to always be successful in a damp forest environment.

Cooking

Given a fire, cooking pots, and ingredients (e.g. foraged food, standard rations, hunted game), someone may cook a meal. The cook should make a WIS check.

If the check succeeds: An especially tasty dish is produced. Those who eat the meal gain a +1 bonus to any CON checks required to rest (see *Sleep*), due to their hearty supper.

If the check fails: A palatable but not exemplary dish is produced. A natural 20 denotes a ruined meal (burned, spilled, etc.) that is utterly inedible.

Camaraderie

Time spent around the fireside with one's companions may lift the spirits and induce restful sleep. A character may attempt to entertain their comrades with music, song, stirring tales, jokes, and so forth. The character should make a CHA check.

If the check succeeds: All characters gain a +1 bonus to any CON checks required to rest (see *Sleep*).

If the check fails: The attempt to entertain falls flat and may lead to ridicule or discord.

TODO: Illustration

SLEEP

In ideal conditions of warmth and comfort, characters are assumed to rest peacefully and awake refreshed. Ideal conditions are not always easy to come by when bedding down among the roots and bracken of the forest, however.

Rest Checks

When camping in the wild, characters' ability to get a good night's rest is determined by their equipment (whether they have a bedroll and/or tent), their warmth (whether they have a fire burning), and the season. See the *Sleeping in the Wilds* table. Non-ideal circumstances require PCs to make a CON check.

If the check succeeds: The character gets a good sleep.

If the check fails: The character fails to get a good night's sleep and suffers the penalties described hereafter.

Healing (Optional Rule)

Per the standard rules, characters who spend a full day resting regain 1d3 hit points. The referee may optionally rule that getting a good night's rest also has a recuperative effect: characters who sleep well recover one hit point overnight.

Failure to Get a Good Night's Rest

Failure of a rest check has the following effects:

Hit point loss: If the character's current hit point total is greater than 1, they suffer 1 point of damage, due to fatigue.

Difficulty memorizing spells: For each spell the character attempts to memorize, there is a 1-in-6 chance of failure. If the roll fails, the character is unable to memorize this spell—the spell memorization slot remains empty.

SLEEPING IN THE WILDS

Fire	Bed	Winter	Spring	Summer	Autumn
No fire	No bedding	Automatic failure	2 × CON check	CON check	2 × CON check
No fire	Bedroll or tent	Automatic failure	CON check	Good night's rest	CON check
No fire	Bedroll and tent	2 × CON check	CON check	Good night's rest	CON check
Campfire	No bedding	Automatic failure	2 × CON check	CON check	2 × CON check
Campfire	Bedroll or tent	2 × CON check	Good night's rest	Good night's rest	Good night's rest
Campfire	Bedroll and tent	CON check	Good night's rest	Good night's rest	Good night's rest

2 × CON check: Characters must make two CON checks. Only if both succeed is a good night's rest had.

WATCHES THROUGH THE NIGHT

It is common for characters camping in the wilderness to establish a series of watches through the night, with at least one character remaining awake at all times. The following rules may be used to handle this.

Falling Asleep on Watch

There is a basic 1-in-10 chance of this happening. Characters with a CON of 15 or higher have only a 1-in-20 chance of falling asleep, while characters with a CON of 6 or lower have a 1-in-6 chance.

Note that if one character falls asleep on watch, this may throw off the whole sequence of watches, as the character does not wake the next person in line, and so on.

Sleeping Characters and Surprise

If an encounter occurs, all characters who are asleep are automatically surprised. (This may mean that some characters in the party are surprised while others are not.)

TODO: Illustration

The Dolmenwood Calendar

The reckoning by which the folk of Dolmenwood track the passing of time.

LENGTH OF THE YEAR

The most common reckoning of time in Dolmenwood divides the year into twelve months of seven-day weeks and a total of 352 days. The lunar cycle is $29\frac{1}{3}$ days, yielding precisely twelve lunar months per year.

DAYS OF THE WEEK

Each week has seven days, named as follows: Colly, Chime, Hayme, Moot, Frisk, Eggfast, Sunning.

WYSENDAYS

Some months have additional days—known as *wysendays*—with their own unique names. Wysendays are not regarded as being part of a week.

MONTHS OF THE YEAR

Each month begins with four standard weeks, followed by any wysendays. The first day of the month is always Colly.

The *Months of the Year* table shows the months, their place in the procession of the seasons, their lengths, and the names of their wysendays.

MONTHS OF THE YEAR

#	Month	Season	# of Days	Wysendays
1	Grimvold	The onset of winter	30	Hanglemas, Dyboll's Day
2	Lymewald	Deep winter	28	–
3	Haggryme	The fading of winter	30	Yarl's Day, The Day of Virgins
4	Symswald	The onset of spring	29	Hopfast
5	Harchment	High spring	29	Smithing
6	Iggwyld	The fading of spring	30	Shortening, Longshank's Day
7	Chysting	The onset of summer	31	Bradging, Copsewallow, Chalice
8	Lillipythe	High summer	29	Old Dobey's Day
9	Haelhold	The fading of summer	28	–
10	Reedwryme	The onset of autumn	30	Shub's Eve, Druden Day
11	Obthryme	Deep autumn	28	–
12	Braghold	The fading of autumn	30	The Day of Doors, Dolmenday (the last day of the year)

Random Dates

It is sometimes useful to be able to randomly determine a day of the year. The following procedure may be used:

- Month:** Roll 1d12 on the *Random Date* table.
- Day of month:** Roll the die indicated in the table for the rolled month (not all months have the same number of days).

Don't Have a d30 / d36?

These weird dice can be mimicked as follows:

d30: Roll a d6 and a d10: if the d6 comes up 3–4, add 10 to the d10 roll, if the d6 comes up 5–6, add 20 to the d10 roll.

d36: Roll a d6 and a d12: if the d6 comes up 3–4, add 12 to the d12 roll, if the d6 comes up 5–6, add 24 to the d12 roll.

RANDOM DATE

d12	Month	Day
1	Grimvold	d30
2	Lymewald	d30, reroll results of 29–30
3	Haggryme	d30
4	Symswald	d30, reroll results of 30
5	Harchment	d30, reroll results of 30
6	Iggwyld	d30
7	Chysting	d36, reroll results of 32–36
8	Lillipythe	d30, reroll results of 30
9	Haelhold	d30, reroll results of 29–30
10	Reedwryme	d30
11	Obthryme	d30, reroll 29–30
12	Braghold	d30

ASTROLOGICAL HIGH-DAYS

Primarily of note to workers of the occult.

- ▶ **Winter solstice:** 19th of Grimvold.
- ▶ **Spring equinox:** 20th of Symswald.
- ▶ **Summer solstice:** 18th of Chysting.
- ▶ **Autumnal equinox:** 19th of Reedwryme.

FEAST DAYS

Many local festivities are celebrated in the obscure hamlets and out-of-the-way villages of Dolmenwood, but the following dates are observed throughout the region.

The Feast of Cats (2nd of Symswald): For reasons lost to the vagaries of time, the people of Dolmenwood associate cats with the first blossoms of spring. Thus, their spring dances are accompanied by screeching fiddle tunes and all are masked as cats.

The Feast of St Clewyd (25th of Reedwryme): The patron saint of Dolmenwood, in whose honour unicorn-effigies are burned atop bonfires and pheasants and partridges baked into spiced pies.

Printable Calendar

A printable calendar PDF, designed for use by the referee in tracking events and the passage of time in Dolmenwood campaigns, is available as a free download from necroticgnome.com.

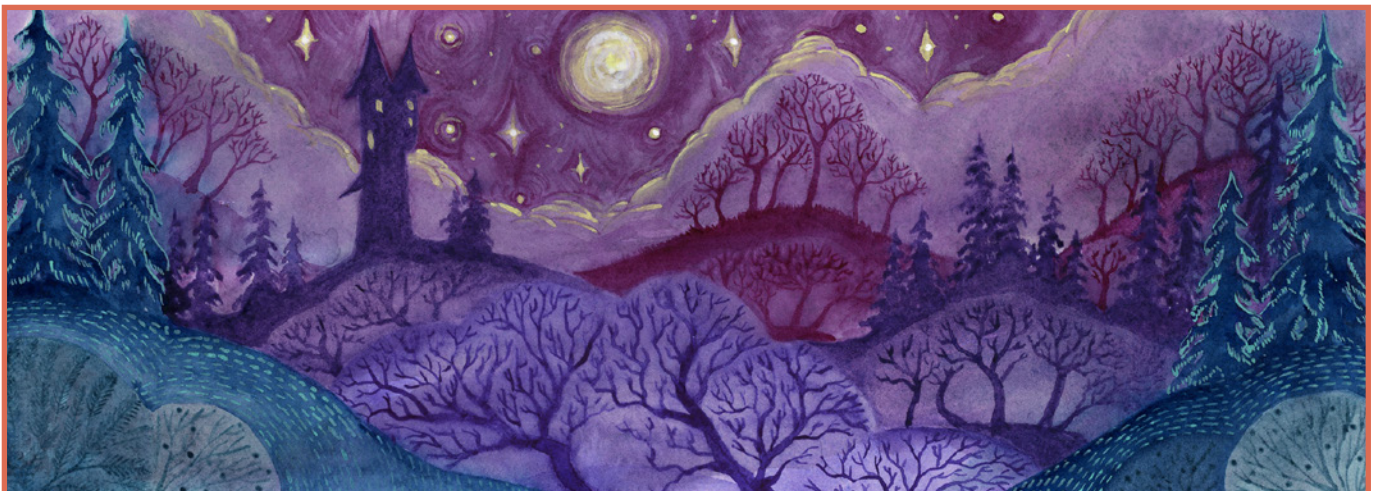
Festival of the Green Man (30th of Reedwryme, Druden Day): A relic of ancient pagan worship in Dolmenwood. The Green Man was at one time honoured as King of the Wood. In modern times, that title is given to another, who is believed to have slain the Green Man and brought woe to Dolmenwood. This festival pays memorial to the slain king through the hanging of manikins of moss and wood by their ankles in the branches around villages.

The Hunting of the Winter Hart (30th of Braghold, Dolmenday): On this night, a white fairy stag of great nobility and beauty rushes through Dolmenwood. Villagers throughout the forest ride into the woods and return at the twilight of dawn. If the Winter Hart is caught, it is said that winter will be banished for a year.

SAINTS' DAYS

Each of the saints revered within Dolmenwood is venerated on a particular day of the year. The days associated with each saint are listed under *The Saints of Dolmenwood*, p104.

For the most part, the feast days of the saints are observed only by the clergy and by common folk who live in the vicinity of a shrine to the corresponding saint.



Seasons in Dolmenwood

The turning of the year's wheel and how the climate of the Wood fluctuates.

WINTER

According to folklore, Dolmenwood once fell within the dominion of the wicked fairy known as the Cold Prince, and was clad in ice all year round. The Cold Prince was vanquished and winter's hold over Dolmenwood is now light. The waters of the Wood seldom freeze and the fecund growth of moss and fern forms a gentle blanket that fends off the worst of the cold. Snowfall is common in the months of Lymewald and Haggryme, but it seldom piles deep.

SPRING

Dolmenwood is regarded by many as being at its most beautiful in the springtime. The cold, dark nights of winter withdraw, and the carpets of soft, sparkling snow melt away to reveal dainty flowers. Spring in Dolmenwood is sunny and clement, and animals and people alike skip gaily through the glades of the Wood.

SUMMER

Dolmenwood is hot and humid in the summertime, abuzz with foraging and biting insects. A syrupy stillness hangs among the trees and an atmosphere of reverie pervades, punctuated by brooding thunderstorms. Summer is sprite season—in the month of Lillipythe, the place is awash with the fey pests, who visit the mortal world to cavort.

AUTUMN

In the month of Reedwryme, the heady stillness of summer is abruptly banished by the onset of biting winds from the northeast. It is as if the Wood has awoken from an enchanting dream and must now busy itself with preparations for the coming cold. The shivering winds are accompanied by chill mists, interminable drizzle, and merciless downpours.

DAYLIGHT HOURS

The hours of sunrise and sunset may be useful on occasion, especially in relation to PCs setting up camp.

SUNRISE AND SUNSET BY MONTH

Month	Sunrise	Sunset	Daylight
Grimvold	8:00 AM	4:00 PM	8 hours
Lymewald	8:00 AM	4:30 PM	8½ hours
Haggryme	7:30 AM	5:00 PM	9½ hours
Symswald	6:30 AM	6:00 PM	11½ hours
Harchment	6:00 AM	8:00 PM	14 hours
Iggwyld	5:00 AM	9:00 PM	16 hours
Chysting	4:30 AM	9:30 PM	17 hours
Lillipythe	5:00 AM	9:00 PM	16 hours
Haelhold	6:00 AM	8:30 PM	15½ hours
Reedwryme	6:30 AM	7:30 PM	13 hours
Obthryme	7:30 AM	6:00 PM	10½ hours
Braghold	7:30 AM	4:30 PM	9 hours



UNSEASONS

The standard procession of the seasons described previously does not always turn unhindered. At certain specific points in the year, rarer environmental conditions—known as *unseasons*—may take hold, as follows.

Hitching

Following the Day of Doors in late autumn, there sometimes occurs an unseason known as *Hitching*. During this time, the trees drip with dew, the woods are filled with balmy mists, and the eternal night of Fairy encroaches upon the mortal world. In this unseason, the fey moon shines at night, alongside the true moon, which the witches pray to.

Chame

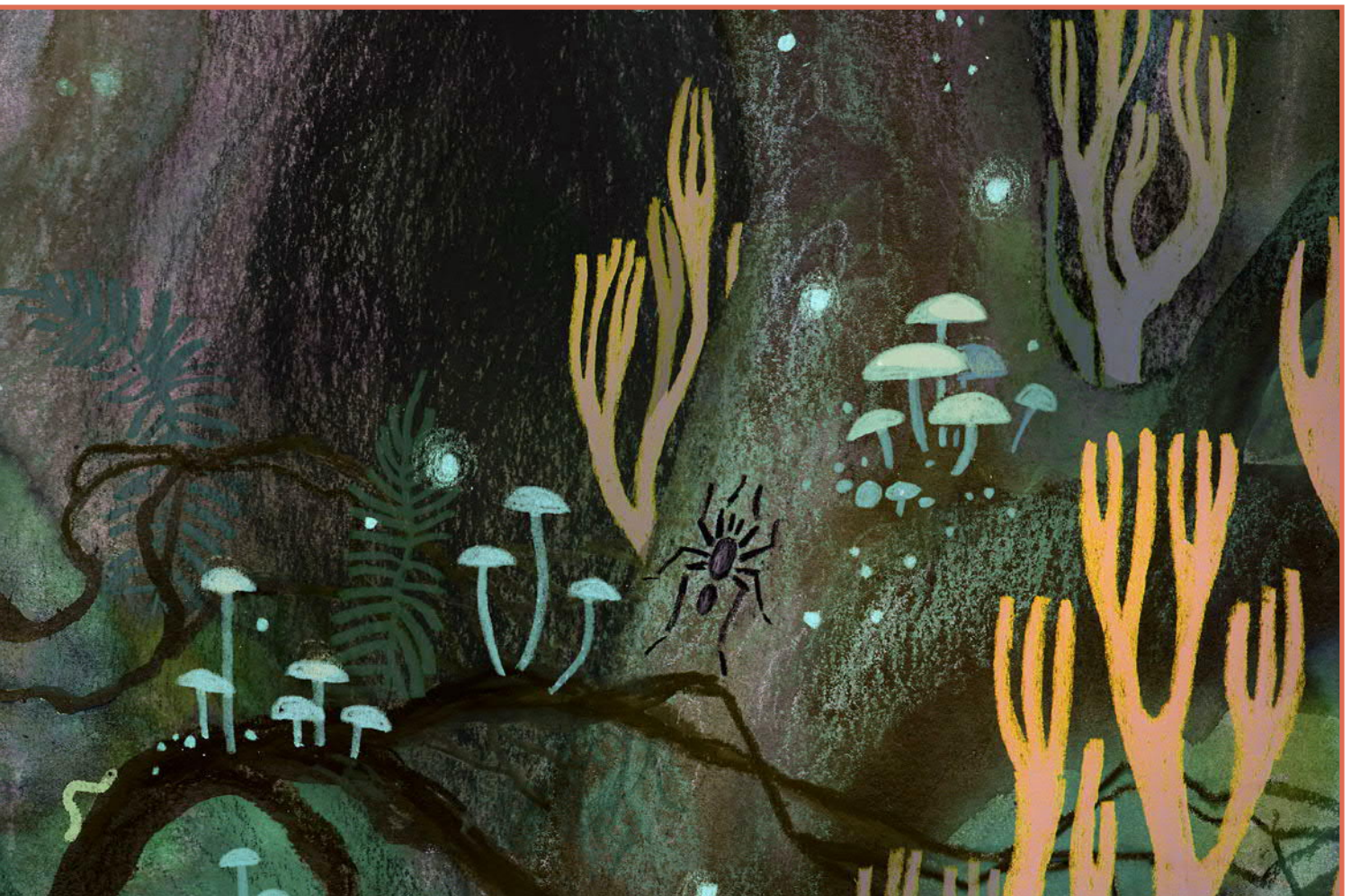
During the first five days of Haelhold, it is known that *Chame*—an unseason of snakes and unease—may take hold. Chame lasts for roughly two weeks, during which serpents of all sizes fill the wood, creeping from underneath rocks and slithering out of holes in trees. Some are venomous and deadly, others are possessed of oracular powers. Travel in this unseason is perilous and mortals hide restlessly within doors.

Colliggwyld

Every three to five years, the month of Iggwyld sees the blooming of particularly beautiful and fecund fungus throughout the Wood. These blossoms last for the entire month and grow to fantastic proportions, dwarfing humans as they go about their way. Then, upon the last eve of Iggwyld, the fungi dissolve into a rainbow-hued sludge which drains into the rivers and washes away. The unseason of the giant fungi is known as *Colliggwyld*.

Vague

In the latter months of winter (Lymewald and Haggryme), a dangerous unseason known as a *Vague* may come about. In these times, lasting several days, a thick, sinister fog emerges from the earth and rolls in great clouds through the forest. In addition to the normal hazards of fog, the coming of a Vague is accompanied by a rising of the dead. Ghosts, phantoms, and ghouls roam with the fogs, ensuring that only the desperate venture out of doors.



The Moon

The influences of the moon at the time of a person's birth may twist their fate.

THE 12 MOONS OF THE YEAR

Each of the year's twelve moons is given its own name by the folk of Dolmenwood. These names are as follows.

MOONS OF THE YEAR		
Moon	New Moon	Full Moon
Grinning moon	4th Grimvold	19th Grimvold
Dead moon	4th Lymewald	18th Lymewald
Beast moon	5th Haggryme	20th Haggryme
Squamous moon	4th Symswald	19th Symswald
Knight's moon	5th Harchment	19th Harchment
Rotting moon	5th Iggwyld	20th Iggwyld
Maiden's moon	4th Chysting	19th Chysting
Witch's moon	3rd Lillipythe	17th Lillipythe
Robber's moon	3rd Haelhold	18th Haelhold
Goat moon	4th Reedwryme	19th Reedwryme
Narrow moon	4th Obthryme	19th Obthryme
Black moon	5th Braghold	20th Braghold

Moon Signs (Optional Rule)

Characters born in the mortal world (i.e. mortal and demi-fey races—excluding fairy races such as elves and grimalkins) come inevitably under the sway of the moon's potent influences.

Waxing, Full, and Waning Moon Signs

Each moon of the year has different effects during its waxing phase (around 13 days), its full phase (around 3 days), and its waning phase (around 13 days). Therefore there are 36 moon signs in the year.

Determining a Character's Moon Sign

At character creation, follow these steps:

- 1. Roll birthday:** The character's moon sign is determined by the date of their birth. This should be rolled randomly (see *Random Dates*, p96).
- 2. Look up moon sign:** The *Moon Sign by Date of Birth* table shows the moon sign that had influence at the time of the character's birth.
- 3. Look up moon sign's effects:** The effects of the being born under the influence of each moon sign are listed in the *Moon Sign Effects* table. Unless noted, effects due to a character's moon sign are permanent and unalterable.



MOON SIGN BY DATE OF BIRTH

Moon	Waxing Moon Sign	Full Moon Sign	Waning Moon Sign
Grinning moon	4th–17th Grimvold	18th–20th Grimvold	21st Grimvold – 3rd Lymewald
Dead moon	4th–16th Lymewald	17th–19th Lymewald	20th Lymewald – 4th Haggryme
Beast moon	5th–18th Haggryme	19th–21st Haggryme	22nd Haggryme – 3rd Symswald
Squamous moon	4th–17th Symswald	18th–20th Symswald	21st Symswald – 4th Harchment
Knight's moon	5th–17th Harchment	18th–20th Harchment	21st Harchment – 4th Iggwyld
Rotting moon	5th–18th Iggwyld	19th–21st Iggwyld	22nd Iggwyld – 3rd Chysting
Maiden's moon	4th–17th Chysting	18th–20th Chysting	21st Chysting – 2nd Lillipythe
Witch's moon	3rd–15th Lillipythe	16th–18th Lillipythe	19th Lillipythe – 2nd Haelhold
Robber's moon	3rd–16th Haelhold	17th–19th Haelhold	20th Haelhold – 3rd Reedwryme
Goat moon	4th–17th Reedwryme	18th–20th Reedwryme	21st Reedwryme – 3rd Obthryme
Narrow moon	4th–17th Obthryme	18th–20th Obthryme	21st Obthryme – 4th Braghold
Black moon	5th–18th Braghold	19th–21st Braghold	22nd Braghold – 3rd Grimvold

MOON SIGN EFFECTS

Moon	Phase	Effect
Grinning	Waxing	There is a 50% chance that guardian undead will ignore the character's presence. (Though they act normally if the character provokes them.)
Grinning	Full	+1 bonus to saving throws against the powers of undead monsters.
Grinning	Waning	+1 bonus to attack rolls against undead monsters.
Dead	Waxing	+1 bonus to attack and damage rolls the round after killing a foe.
Dead	Full	If killed by non-magical means, the character returns to life in 1 turn with 1 hit point. Their CON and WIS are permanently reduced by 50% (minimum 3). This supernatural ability to avoid death only takes effect once ever.
Dead	Waning	Undead monsters attack all others in the party before attacking the character.
Beast	Waxing	+1 reaction bonus when interacting with dogs and horses.
Beast	Full	Wild animals attack all others in the party before attacking the character.
Beast	Waning	+1 bonus to attack rolls against wolves and bears.
Squamous	Waxing	If the character is afflicted by poison, its effects are delayed by one turn.
Squamous	Full	+2 bonus to saving throws against the breath attacks and magical powers of wyrms and dragons.
Squamous	Waning	+1 bonus to attack rolls against serpents and wyrms.
Knight's	Waxing	+1 reaction bonus when interacting with nobles.
Knight's	Full	+1 AC bonus against metal weapons.
Knight's	Waning	In melee with knights or soldiers, the character acts first on a tied initiative, as if they had won initiative.
Rotting	Waxing	+1 reaction bonus when interacting with sentient fungi.
Rotting	Full	+2 bonus to AC against attacks by fungal monsters.
Rotting	Waning	In the character's presence, fungal monsters suffer a –1 penalty to attacks and damage.
Maiden's	Waxing	+1 reaction bonus when interacting with demi-fey.
Maiden's	Full	+2 bonus to saving throws against charms and glammers.
Maiden's	Waning	+1 bonus to attack and damage rolls against shape-changers and those cloaked with illusions.
Witch's	Waxing	When the character receives healing magic, the number of hit points they gain is increased by one.
Witch's	Full	+1 bonus to saving throws against divine magic.
Witch's	Waning	+1 bonus to attack rolls against witches and divine spell casters.
Robber's	Waxing	+1 reaction bonus when interacting with Chaotic persons.
Robber's	Full	+1 bonus to AC against attacks by Chaotic persons.
Robber's	Waning	+1 bonus to attack rolls against Chaotic persons.
Goat	Waxing	+1 reaction bonus when interacting with goatfolk.
Goat	Full	Goatfolk attack all others in the party before attacking the character.
Goat	Waning	+1 bonus to attack rolls against goatfolk.
Narrow	Waxing	+1 reaction bonus when interacting with fairies, but suffer a –1 penalty to all saves against fairy magic.
Narrow	Full	If the character is afflicted by a curse or geas, there is a 1-in-4 chance of the caster also being affected by their own magic.
Narrow	Waning	+1 bonus to attack rolls against fairies and demi-fey.
Black	Waxing	Chance of detecting secret doors when searching increased by 1-in-6.
Black	Full	+2 bonus to AC and saving throw when surprised.
Black	Waning	+2 bonus to saving throws versus illusions or glammers.

The Noble Houses of Dolmenwood

The nine noble families that hold dominion over Dolmenwood.



HOUSE BRACKENWOLD

Alignment: Lawful.

Domain: The Duchy of Brackenwold, encompassing the whole of Dolmenwood (at least notionally) as well as a large region to the south. The domains of all other listed noble houses fall within the duchy.

Seat: Castle Brackenwold, upon the southeastern verge of Dolmenwood.

Head: Duke Thespian III of Brackenwold. A troubled man who, it is said, would prefer to spend his days hunting rather than in presiding over a great realm. It is known that duke harbours a deep hatred of the Drune and a growing fear of the Nag-Lord.



HOUSE GUILLEFER

Alignment: Neutral.

Domain: A region of forest on either side of the Lochsbreth Road, in north-eastern Dolmenwood, encompassing the villages of Blackeswell, Meagre's Reach, and Odd.

Seat: The Hall of Sleep, located at the northeastern end of the Groaning Loch.

Head: Currently Lord Edwin Guillefer. (The nobles of this house share rulership on a sporadically rotating basis.) Guillefer, a poet and harpist, is said to be a friend of Ygraine the sorceress. He remains untroubled by the waxing of the Nag-Lord's influence in the region, to the consternation of his neighbour, the Lady Harrowmoor.



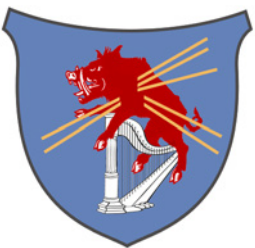
HOUSE HARROWMOOR

Alignment: Lawful.

Domain: A broad region of forest at the heart of Dolmenwood, stretching from the town of Prigwort in the east to the shores of Lake Longmere in the west.

Seat: Harrowmoor Keep, located on the southerly cliffs of the Groaning Loch.

Head: Lady Theatrice Harrowmoor. A famed intellect and expert on matters historical, Lady Harrowmoor is cool-headed but not cold-hearted. Of late, she has taken more direct involvement in the affairs of Prigwort, bolstering the town guard against the growing presence of crookhorn ruffians in the area.



HOUSE HOGWARSH

Alignment: Neutral.

Domain: The Barony of the High Wold, encompassing the long-settled southwestern corner of Dolmenwood and the rustic pastures to the south. The domains of houses Malbleat, Murkin, Nodlock, and Ramius fall within the barony.

Seat: High-Hankle, located in the central plains of the High Wold, in the southeast of Dolmenwood.

Head: Baron Sagewine Hogwarsh. Inherited the lordship of the High Wold as a callow youth. Now in his thirties, Hogwarsh is known for his lax attitude to the law, being more interested in wine and debauchery than in the maintenance of order.



HOUSE MALBLEAT

Alignment: Chaotic.

Domain: The eastern portion of the High Wold region in the southeast of Dolmenwood, encompassing the towns of Lankshorn and Dreg.

Seat: Redwraith Manor, located in the woods four miles to the north of Lankshorn.

Head: Lord Gryphius Malbleat, longhorn goatman. A refined aesthete known for his cruelty and his bitter enmity toward his elder half-brother, Lord Ramius.



HOUSE MULBRECK

Alignment: Lawful.

Domain: The woods and meadows of southern Dolmenwood, east of the River Hameth, encompassing the Woodcutters' Encampment.

Seat: Bowitt Manor, located in the southeastern corner of Dolmenwood.

Head: Lady Pulsephine Mulbreck. A reculsive lady who seldom sets foot outside of her manor and permits no guests to enter. It is said that she remains in mourning over the death of her husband a decade past.



HOUSE MURKIN

Alignment: Chaotic.

Domain: The rugged, little-travelled lands west of Dolmenwood, within the Barony of the High Wold, bounded by the marshes of the Northern Scratch.

Seat: Kolstoke Keep, located on the western edge of Dolmenwood.

Head: Lord Simeone Murkin, half-goat. A boorish and cruel-tempered man of mixed goat/human parentage. Murkin's only passions are conquest and military dominance.



HOUSE NODLOCK

Alignment: Neutral.

Domain: A small pocket of pasture and woodland at the far southwestern tip of Dolmenwood, within the Barony of the High Wold.

Seat: Nodding Castle, located on the southwestern edge of Dolmenwood.

Head: Lord Harald Nodlock. A slovenly man renowned for his love of wine (at all hours of the day), his volatile mood, and his proclivity for spontaneously meting out justice. Nodlock is said to be a lackey of his neighbour, Lord Ramius.



HOUSE RAMIUS

Alignment: Neutral.

Domain: The western deeps of Dolmenwood and a small portion of the grasslands upon its southwestern verge, within the Barony of the High Wold.

Seat: Castle Everdusk, located two miles into the woods in the High Wold region in the southeast of Dolmenwood.

Head: Lord Shadgore Ramius, longhorn goatman. A brilliant mind, known for his subtle strategies and far-reaching ambition. Resents the meddling Baron Hogwarsh for granting his younger half-brother, Lord Ramius, dominion over much of the High Wold.

The Saints of Dolmenwood

The legends associated with the most holy men and women who are venerated in Dolmenwood.

According to tradition, precisely one hundred saints are revered within Dolmenwood. Of those, thirty-four are regarded as primary. The legends of each of these major saints are recounted in this section, along with details on their feast days, patronages, and the clerical spell which they may bestow upon those who pray to them. The remaining sixty-six minor saints are not described here, but their names and feast days are listed on the Dolmenwood Calendar (available as a free download from necroticgnome.com).

SAINT ABTHIUS, EVER-LUSTROUS

Associated spell: *Resist cold*

Feast day: 22nd of Harchment

Major patronages: Ambassadors, righteous vengeance

Minor patronages: Courtly dances, seamstresses, spring-time

Miracle: Abthius came to Dolmenwood at the command of King Thaldred II of Brackenwold. The Cold Prince had newly returned his frigid gaze to the mortal world, and Abthius—renowned for his fiery sermons—was to act as ambassador of the King. Gaining an audience with the fairy court, the saint proceeded to preach the virtues of the One True God and His host of angels. The fairies responded only with jeers and mocking laughter, and their liege pointed his crystal wand at the saint, casting a spell of ice about him. The saint's radiant beauty melted the fey frost, and he turned his back on the Prince, damning the fairy to be vapourised in the flames of perdition.

SAINT BENESTER THE RIGHT-BELIEVING

Associated spell: *Protection from evil*

Feast day: 10th of Haelhold

Major patronages: Hermits, fasting

Minor patronages: Choirboys

Miracle: On a seven night fast in the wilderness, Benester was assailed by the demonic servants of an evil sorcerer who counted the region as his domain. Undeterred, the saint invoked the name of the seventeen archangels and continued his prayers amid the wailing and caterwauling of the monsters.

SAINT CLEWYD THE REFULGENT

Associated spell: *Raise dead*

Feast day: 25th of Reedwryme

Major patronages: Dolmenwood, repentance, devil-slayers

Minor patronages: Goldsmiths, judges

Miracle: As chief of all the saints of Dolmenwood, the life of St Clewyd is replete with miracles. Primary among these is the absolution of the sins of Gondyw at his graveside. Gondyw was a cruel judge who persecuted the followers of the One True God. Such was the passion of St Clewyd's mercy, that Gondyw was resurrected by the power of God, and became Clewyd's most trusted disciple and a saint himself.

TODO: Illustration

SAINT CORNICE OF THE ANGELS

Associated spell: *Insect plague*

Feast day: 16th of Chysting

Major patronages: Chastity, beetles

Minor patronages: Scullery maids

Miracle: As a maiden, Cornice worked scrubbing the kitchens of a cruel lord. The lord was accustomed to having his way with all of the scullery maids, but Cornice rebuffed his advances, quoting passages of scripture at him whenever he came near. One day, the lord cornered the saint-to-be in an isolated cellar and began to ravage her. Cornice bit the lord's lower lip and tore it off, preserving her chastity, but was subsequently imprisoned for her insolence. In the dungeons, she whispered to the beetles that crawled across the floor, beseeching them in the name of the One True God to aid her. The insects obeyed, fetching ever more of their kind, until the cellars and dungeons of the lord's castle were overrun. When the swarm encroached upon the lord's bedchambers, he relented and had Cornice released.

TODO: Illustration

SAINT DANK OF THE THORN

Associated spell: *Snake charm*

Feast day: 28th of Obthryme

Major patronages: Missionaries

Minor patronages: Serpents, secret passages

Miracle: Venturing, as a missionary, into a distant, jungle-clad land, Dank came to a heathen temple where a snake goddess was worshipped. The wild-eyed cultists captured the saint and set about preparing to sacrifice him to their brazen deity. Suspended above a pit of writhing snakes, Dank prayed for divine aid. The snakes rose up, gnawed St Dank's bonds loose, and led him through a secret way back out into the jungle.

SAINT EGGORT THE TROGLODYTE

Associated spell: *Continual light*

Feast day: 28th of Lymewald

Major patronages: Chandlers

Minor patronages: Undertakers

Miracle: Devoted his life to prayer in the crypt of the monastery where he dwelt. Spending his days alone in the darkness, Eggort's devotion manifested, over many years, as a flickering glow upon the altar. This light grew and grew until, at the time of Eggort's death, the crypt was lit as bright as day, as if by the light of a thousand candles.

SAINT ELSA, BALM-GUSHER

Associated spell: *Commune*

Feast day: 19th of Grimvold

Major patronages: Floods, towers, hunters of sea monsters

Minor patronages: Follies

Miracle: As the vicar of a small, coastal village, Elsa had nightly visions of a great flood. Heeding this prophecy, she insisted that a high tower be built, with enough space to house the inhabitants of the village and their livestock. The project was regarded by many as a folly, but the saint's visions proved to be true when a great sea dragon, hunted by the famed knight Sir Willowthorn, was beached and slain at the village, opening a sea bay which engulfed the village. To this day, the saint's tower is the sole surviving element of the original village.

SAINT FAXIS THE PENITENT

Associated spell: *Protection from evil, 10' radius*

Feast day: 15th of Haelhold

Major patronages: Witch-hunters, inquisitors

Minor patronages: Soldiers

Miracle: Surrounded by depraved sorcerers in the depths of Dolmenwood, Faxis—a young soldier, at the time—valiantly drew his sword and challenged them in the name of God to come within reach of the blade. Cackling, the wizards advanced. However, by the will of God, they were unable to come close enough to accost the young Faxis and their malicious magic was repulsed.

SAINT FOGGARTY OF THE CUP

Associated spell: *Light*

Feast day: 4th of Lillipythe

Major patronages: Lost travellers

Minor patronages: Peat-cutters

Miracle: Guided a party of pilgrims, who had lost their way in a bog at night, to safety by commanding the marsh lights to lead their way.

SAINT GALAUNT THE WONDERWORKER

Associated spell: *Quest*

Feast day: 28th of Haelhold

Major patronages: Pilgrimage, truth-seeing

Minor patronages: Marsh-dwellers

Miracle: As an old man, St Galaunt dwelt as a hermit in the frost-marshes of the north. Pilgrims would at times presume to visit him, seeking his counsel or his blessing. One day, a vain man named Hoggeld knocked upon the saint's door, claiming to also be blessed by God and boastfully wishing to demonstrate his divine powers. In the presence of the true saint, Hoggeld's supposed powers failed him, and he was ashamed. Galaunt commanded him forth, to journey south to find the fabled chalice of St Indominant, lost for generations. For seventeen years did Hoggeld wander, seeking ever the fabled chalice. He finally uncovered it in the hoard of a desert demon and brought it to the holy city of Loom, where it rests to this day. The return of the chalice was attributed largely to the wisdom of St Galaunt.

SAINT GONDYW, CONVERTER OF KINGS

Associated spell: *Bless*

Feast day: 3rd of Lymewald

Major patronages: Scribes

Minor patronages: Tourneys, knights

Miracle: An honoured guest at a king's tourney, St Gondyw overheard blasphemous words upon this host's lips. Admonishing the king, Gondyw suggested a challenge of the might of the One True God: if the humble scribe who accompanied Gondyw could defeat the king's champion in single combat, the king would swear his fealty to the Church. The king accepted, the challenge seeming preposterous, but was dumbstruck when the scrawny altar-boy (with St Gondyw's blessing) wrestled his knight to the ground.

SAINT GOODENOUGH THE HEARTY

Associated spell: *Dispel evil*

Feast day: 18th of Symswald

Major patronages: Warding against evil

Minor patronages: Corn-dolls, picnics

Miracle: Tricked into the cottage of a hag, Goodenough escaped the clutches of her horde of straw-manikins by invoking the fiery light of God. The sinister, creeping dolls were destroyed by holy fire, and the saint escaped.

SAINT GRETCHEN THE MAIDEN

Associated spell: *Purify food and water*

Feast day: 25th of Haelhold

Major patronages: Victims of battle

Minor patronages: Goat-herds

Miracle: Witnessing the aftermath of a battle and the wretched gasps of the wounded, St Gretchen enlisted a band of goat-herds to gather water from a nearby bog. The water was black and putrid, but when the saint passed her hallowed hands above it, it became as pure as spring rain and soothed the woes of the wounded.

SAINT GRIPE THE FORTHRIGHT

Associated spell: *Find traps*

Feast day: 3rd of Iggwyld

Major patronages: Shepherds

Minor patronages: Cowherds, hunters, conflagrations

Miracle: When a fire raged across his local farmlands, the young Gripe (a lowly apprentice monk, at the time) led the fearful livestock through the woods to escape. Only by the will of God did Gripe and his flock avoid falling into the profusion of cruel traps that had been laid in the woods by the local Baron, a man who obsessively hunted and killed wild animals.

SAINT HAMFAST, CLOUD-HEAD

Associated spell: *Speak with animals*

Feast day: 9th of Obthryme

Major patronages: Bears

Minor patronages: Weather diviners

Miracle: Gave sermons to the wild beasts of the forest, converting many to the faith. By the time of his death, Hamfast's woodland retreat was home to a trio of bears and some three dozen devout squirrels, mice, and crows. The animals spent their days studying scripture and illuminating manuscripts.

SAINT HOLLYHOCK THE JUBILANT

Associated spell: *Resist fire*

Feast day: 21st of Reedwryme

Major patronages: Crones

Minor patronages: Bakers

Miracle: Climbed into a baker's oven to rescue an old woman who, mistaken for a hag, had been pushed into the flames.

TODO: Illustration

SAINT HORACE THE PUISSANT

Associated spell: *Sticks to snakes*

Feast day: 7th of Obthryme

Major patronages: Mendicants, adders

Minor patronages: Mushrooms

Miracle: As a young friar, Horace (known colloquially as “Brother Windbag”) wandered the paths of Dolmenwood, bringing the light of the One True God to isolated hamlets, in addition to the delights of his sackful of mushrooms. One evening, as Horace said his bedtime prayers, a pook morel (a type of sentient mushroom with a penchant for theft) jumped out from behind a mossy log, transforming the friar’s rosary into a wriggling centipede. The saint recoiled in horror, dropping the insect into the grasp of the giggling pook. As the mushroom fled into a thicket, Horace prayed for retribution. The rosary transformed once more: this time into a hissing adder, which grabbed the pook in its fangs and brought it to the friar’s feet. After a night of penance within Horace’s mushroom sack, the pook morel was released, under the condition that it would spread the word of the One True God Of All Creatures among its kind. It is said that, since that day, pook morels, though they cannot change their nature, will not steal from friars.

TODO: Illustration

SAINT HOWARTH THE ACCURSED (FORMERLY THE JUST)

Associated spell: *Remove curse*

Feast day: 26th of Reedwryme

Major patronages: Oxen

Minor patronages: The strong of arms

Miracle: As a wandering mendicant, in his middle age, Howarth met a man upon the road who pulled an oxcart, sweating and straining to drag the thing. Inquiring as to the fate of his oxen, the saint heard that the man had been cursed by a hag to travel thus, and would owe his life to anyone who could free him. Howarth prayed for the man’s release, and asked that he swear his life to the One True God.

The Fall of Saint Howarth

Though once an important figure among the ranks of the saints, Howarth is now accursed, after having betrayed the archangel Heroclesius to the clutches of devils. Howarth was cast out from heaven and all of his miracles in the mortal world were reversed.

SAINT JORRAEL, GOD-FRIEND

Associated spell: *Remove fear*

Feast day: 16th of Harchment

Major patronages: The downtrodden

Minor patronages: Beggars, anglers

Miracle: The saint came upon a village under the tyrannical rule of a baron and his cruel knights. Preaching at a village council, the saint’s words emboldened the downtrodden villagers, who subsequently rose up against the despot baron and brought him and his knights to justice.

SAINT KEYE THE CHRONICLER

Associated spell: *Locate object*

Feast day: 5th of Lillipythe

Major patronages: Historians

Minor patronages: Infants, lost objects

Miracle: Keye was the son of a noble, and was raised in a manor with vast libraries of tomes, scrolls, and documents. As an infant, before he was able to speak or read, by the will of God, he located the lost charter that proved his family’s right to their lands, when challenged by a greedy Duke.

SAINT LILLIBETH OF THE SUGARED BREATH

Associated spell: *Cure light wounds*

Feast day: 30th of Haggryme (The Day of Virgins)

Major patronages: Doves, fowl

Minor patronages: Virgins, messengers

Miracle: Lived as a hermit in the woods with only the company of doves. Lillibeth was slain by marauding beastmen, but with her last breaths gave ministrations to six doves which had been wounded. The birds were miraculously cured, flew hence to the chapel at Wayforough, and told the curate of their mistress’ pious deeds.

SAINT PASTERY, BUTTER-MONGER

Associated spell: *Cure disease*

Feast day: 27th of Haggryme

Major patronages: Butchers

Minor patronages: Well-borers

Miracle: Cured the beloved (in fable) Good-Prince Wallo-bringe during a plague epidemic by blessing the hands of all butchers and cow-herds within a ten mile radius. The saint thus ensured that all meat brought to the prince on his deathbed carried the blessing of the host of heaven, restoring him to health, even though he refused to allow Pastery within his castle.

SAINT PONCH THE PRUDENT

Associated spell: *Create food*

Feast day: 6th of Haggryme

Major patronages: Whalers, castaways

Minor patronages: Scones, holy wafers

Miracle: Ponch was a whaler in a land to the north of Dolmenwood. When the vessel he worked on was destroyed by a leviathan, he was the sole survivor of the wreck and drifted for weeks alone on a spur of wood. Offering his soul up to the One True God, the young seaman was miraculously provided with fresh fruits and scones, and washed up on the shore at Dretcher's Bay in fighting fit (and evangelistic) condition.

SAINT QUISTER, EVER-LOYAL

Associated spell: *Create water*

Feast day: 12th of Haggryme

Major patronages: Vintners, beekeepers

Minor patronages: Hounds

Miracle: Was executed for causing the wine of the king and his host, at feast, to miraculously be replaced with water. Only later was it discovered that the wine was poisoned and that the saint was acting out of loyalty to his liege.

SAINT SEDGE THE UNBLEMISHED

Associated spell: *Striking*

Feast day: 10th of Braghold

Major patronages: Crusaders

Minor patronages: Knifemakers

Miracle: In his youth, Sedge served as page to a knight, and became involved in a long and bloody war against the armies of a sorcerer king. In dire straits, his master slain, Sedge confronted a spectral knight alone on the field of battle. Praying to the One True God, he defeated the monster with only his dirk.

SAINT SIGNIS THE SILENT

Associated spell: *Silence, 15' radius*

Feast day: 29th of Reedwryme (Shub's Eve)

Major patronages: Warding the dead

Minor patronages: Holy silence

Miracle: As a young monk, Signis would sit for days on end in the crypts of his abbey, gazing in rapture at the statues of the venerated saints and angels. When the abbey was plagued with moaning phantoms, Signis merely raised his finger calmly to his lips and the crypt where he sat fell utterly silent.

TODO: Illustration

SAINT THORM, FAITH-SMITH

Associated spell: *Detect magic*

Feast day: 14th of Symswald

Major patronages: Gamblers, prisoners

Minor patronages: Blacksmiths

Miracle: Escaped the prisons of the fairy Prince Mallowheart by challenging him to a game of cards. The saint's holy eyes saw through the magical treachery which inevitably ensued (fairies are notoriously unsportsmanlike) and defeated the prince, thus assuring his release.

SAINT TORPHIA OF THE SOLITUDES

Associated spell: *Neutralize poison*

Feast day: 20th of Lillipythe

Major patronages: The unjustly imprisoned

Minor patronages: Foragers, prison guards

Miracle: Torphia lived in a land where the faithful of the One True God were persecuted, and was captured and thrown into a dungeon. Her cruel captors took to feeding her nothing but poisonous berries, upon which Torphia survived, by the will of God, for seven months, before her eventual execution and martyrdom.

SAINT VINICUS, THRICE HANGED

Associated spell: *Growth of animal*

Feast day: 1st of Grimvold

Major patronages: Mice

Minor patronages: Churchwardens

Miracle: Saved the mice and shrews of a church from drowning by causing them to grow as large as ponies. The holes they made in the church walls as they escaped were maintained as proof of this miracle.

SAINT WAYLAINE OF THE SACK

Associated spell: *Hold person*

Feast day: 30th of Iggywyld (Longshank's Day)

Major patronages: Executioners, axe-grinders

Minor patronages: Merciful lords

Miracle: Accused of treason and tax evasion, Waylaine (then a vicar of low repute) was due to be executed by beheading. The executioner, however, was unable to bring the axe down upon the saint's neck, his limbs freezing at the apex of every strike. After the sub-executioner and the assistant executioner experienced the same anomaly, the saint was pardoned.

SAINT WHITTERY OF THE WOODS

Associated spell: *Detect evil*

Feast day: 10th of Symswald

Major patronages: Visions, premonitions

Minor patronages: Warding against fairies, lost souls

Miracle: The son of a woodsman, Whittery grew up in a small village deep in western Dolmenwood. A group of noble travellers, merry and fair of face, stopped at the village inn one evening, to the delight of the locals. Saying his evening prayers at the village chapel, a horrific vision of bloodshed at the hands of the noble guests was visited upon the youth. He reported his vision to the priest, who informed the village elders. The nobles were confronted and revealed to be fairy shapeshifters who had planned to slay everyone in the village and roast their innards. (As fate would have it, many years later, after Whittery had moved to the monastery many leagues distant, his village was visited once more by evil fairies, and the whole place was stolen away to Fairy, never to be seen again by mortal eyes.)

SAINT WICK THE VENERABLE

Associated spell: *Cure serious wounds*

Feast day: 3rd of Reedwryme

Major patronages: Ferrymen

Minor patronages: Grandfathers

Miracle: Worked as a bargeman, taking passengers across a great lake and entertaining them with parables along the way. When a heathen knight became angered and impaled the saint upon his lance, Wick calmly removed himself from the weapon's shaft and continued preaching, the wound miraculously healed.

SAINT WILLOFRITH THE WIDE

Associated spell: *Know alignment*

Feast day: 30th of Braghold (Dolmenday)

Major patronages: Repentance

Minor patronages: Pie-makers, swordsmiths

Miracle: Willofrith was a tomb robber in his younger days, desecrating ancient barrows to relieve the deceased of their riches. One day, he unearthed a sword of great beauty, engraved with ancient script and bedecked with amethysts and pearls. As his hand reached out to grasp the hilt, he received an angelic vision warning him not to touch the weapon, for it housed a spirit of Chaos. Saved from possession, the young thief was converted to a man of God.

SAINT WORT THE BENIGNANT

Associated spell: *Speak with plants*

Feast day: 24th of Obthryme

Major patronages: Yew trees

Minor patronages: Coppicers

Miracle: Robbed, stripped naked, and tied to a lone yew tree atop a barren hill and left to die, St Wort implored the One True God to come to his aid. In response, the tree upon which he hung took pity on the saint, and twisted its branches to snap his bonds. The saint thanked the tree and blessed all of its kind, which to this day are regarded as holy.



Credits

Who wrote and drew what.

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Thanks

TODO.

Names of Woodgrue-level Patrons.

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