



*The party quest for **NOBBLED MANDRAKE** to save their companion, but it can only be found in **THE MANDRAKE PATCH** or in the fairy realm of **WHYFORTH** which lies beyond the **YELLOW DOORS**.*

RANDOM ENCOUNTERS: 1-2, 1d4 elf knights; 3-4, **MAJORUS** or **BRAITHLYNNE**; 5-6, Aldweald encounter.

1 THE MANDRAKE PATCH

A **SQUIRMING PATCH OF EARTH** with a strong scent of plums. Glowing head-sized **FUNGAL ORBS** illuminate everything with a golden light.

A **HIDDEN ANIMAL TRAIL** heads south-west to **AZERIA'S COURT**.

Digging in the **SQUIRMING EARTH** yields 1d4 portions of **NOBBLED MANDRAKE**.

The **FUNGAL ORBS** glow for 24 hours when plucked.

A **YELLOW DOOR** lies between the roots of an old tree.

2 AZERIA'S COURT

A house-sized clearing. A weathered **MOSAIC** visible beneath the grass. **AZERIA**, the Royal Fox, holds court. Glowing head-sized **FUNGAL ORBS** illuminate everything with a golden light.

A **HIDDEN ANIMAL TRAIL** heads north-east to **THE MANDRAKE PATCH**.

A **BOGGY TRAIL** heads north-west to **HEX 1306**.

A **WELL-TRODDEN DEER PATH** heads south to **THE OBELISK**.

A **THIN NETTLE-ENCRUSTED TRAIL THROUGH THE BOG** heads south-east to **THE ABANDONED CAMP**.

The **MOSAIC** depicts the gardens of **WHYFORTH** and the seven **YELLOW DOORS**.

The **FUNGAL ORBS** glow for 24 hours when plucked.

A **YELLOW DOOR** is inside the mosaic, looking just like a part of the picture unless detected.

3 THE OBELISK

A rough-hewn dolomite **OBELISK**, which hums faintly. **MAJORUS** can often be found here studying the arcane residue.

A **WELL-TRODDEN DEER PATH** heads north to **AZERIA'S COURT**.

A **PATH OF UNEVENLY-PLACED STONES ACROSS THE BOG** heads south-east to **THE DRUNE COTTAGE**.

A **WELL-TRODDEN DEER PATH** heads south to **HEX 1307**.

Touching the **OBELISK** teleports the character to **HEX 0703**, where there is an identical obelisk which can teleport them back.

A **YELLOW DOOR** lies rippling in a puddle's reflection.

4 THE DRUNE COTTAGE

A lonely thatched-roof stone cottage with two large gardens and a pen with a dozen chickens, three goats, and a cow. A family of three Drune live here.

A **PATH OF UNEVENLY-PLACED STONES ACROSS THE BOG** heads south-west to **THE OBELISK**.

A **SLIGHTLY OVERGROWN PATH** heads north-east to **THE ABANDONED CAMP**.

The **INHABITANTS** are **MAJORUS**, Drune Cottager; **ESTEMBRA**, Drunewife; and **BRAITHLYNNE**, Drune Braithmaid.

A **YELLOW DOOR** is buried and sealed by Drunic magic.

5 THE ABANDONED CAMP

An abandoned campsite strewn with rubbish and a few decaying tents. Once the home of some ne'er-do-wells who preyed upon travellers of the horse-eye road to the south and south-west.

A **THIN NETTLE-ENCRUSTED TRAIL THROUGH THE BOG** heads north-west to **AZERIA'S COURT**.

A **SLIGHTLY OVERGROWN PATH** heads south-west to **THE DRUNE COTTAGE**.

A **YELLOW DOOR** stands, tall and wooden and out of place, inside one of the tents.

THE FAIRY REALM OF WHYFORTH

As in the *Dolmenwood Campaign Book*, except that **NOBBLED MANDRAKE** (along with other rare plants) can be found in the gardens by the doors.

ELF KNIGHTS quickly arrive to chase off any uninvited guests.

AZERIA, ROYAL FOX

Into the Wyrd and Wild page 112.

A beautiful fox bedecked in fine jewellery, in service to Yorghan. Has diplomatic ties to half the fairy nobility of Dolmenwood, and secretly to House Brackenwold too. Has negotiated immunity to time and sickness with the primal deities of such: will never disclose what she gave up in return.

Demeanour Regal, proud, intelligent, braggadocious. Intrigued by the presence of unfamiliar mortals.

Speech Eloquent, well-enunciated. Woldish, Old Woldish, Sylvan, High Elfish.

Wants Stories.

Knows About the powerful factions of the wood and their aims. The secret of the **YELLOW DOORS**. Where to find **KNOBBLED MANDRAKE**.

Spells *dancing lights, false aura, nondetection.*

Treasure coronet worth 200gp; earrings worth 4×50gp; gem-encrusted torcs worth 2×100gp; bracelet worth 50gp.

MAJORUS, DRUNE COTTAGER

Dolmenwood Monster Book page 36.

A tall thin man wrapped in a stained travelling cloak, carries a gnarled wooden staff and wears a featureless clay mask. Spends his days studying the magic of **THE OBELISK**.

Demeanour Unfriendly, hostile, intrigued by arcane secrets. Hard of hearing.

Speech Harsh and brief, just enough words to get his point across and no more. Woldish, Drunic.

Wants Non-Drune to leave the wilds, to return to the roads and towns of civilisation and not bother his work.

Knows About **AZERIA**, the Royal Fox, and that she has dealings with fairy.

Sigil *fear, save vs spells or flee (1 turn).*

Spells *charm person, darkness, sleep, hold person.*

ESTEMBRA, DRUNEWIFE

Dolmenwood Monster Book page 37.

A beaming and buxom woman, dressed in dyed skins and with a necklace of squirrel skulls. Spends her days keeping house, gardening, and tending to the animals.

Demeanour Friendly and welcoming, grandmotherly. But will instantly turn hostile to non-Drune she deems a threat.

Speech Overly familiar, even with complete strangers. Calls people “dearie” a lot. Speaks to animals as if they understand (do they?). Woldish, Drunic.

Wants To live a quiet life in her cottage with her family. For **BRAITHLYNNE** to become a witch.

Knows The finding and usage of herbs, including the location of **THE MANDRAKE PATCH**.

Kilnling *guardian*, placed beside the path to **THE DRUNE COTTAGE**, save vs spells or be turned to clay, shrieks and shatters if an intruder passes their save.

BRAITHLYNNE, DRUNE BRAITHMAID

Dolmenwood Monster Book page 35.

A densely freckled waif-like teenage girl in a red hooded cloak and mud-stained grey dress. Spends her days wandering the hex and is very interested in non-Drune people and things.

Demeanour Nervous, unused to strangers, but unable to pass up the chance to talk to non-Drune.

Speech Melodic, coy. Woldish, Drunic.

Wants To leave Drune civilisation behind and live in the towns and villages of normal folk.

Knows Absolutely nothing about living apart from the Drune.

Talisman *evil eye*, a ceramic disc painted with a staring eye, grants a +2 bonus to saving throws against magic.