

DOLMENWOOD

ADVENTURE AND PERIL IN FAIRYTALE WOODS



Player's Book

Dolmenwood

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Version June, 2025



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Part One

Welcome to
Dolmenwood



Dolmenwood? Well, let me tell ye, everything you ever heard about the Wood is true and everything you ever heard is false. Dreams and fairies walk between standing stones and dancing trees, slipping in and out of the mortal world as easily as you or I slip through an open door. It's right pretty though. Dare I say, beautiful even. All manner of enchantment lingers beneath its boughs. It'll capture your heart if ye let it. And that sounds as lovely as a song until you realise the Wood'll never, ever give it back without paying the proper cost."

—Ogham Tweede, bartender

The Journey Begins

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

This book is a gateway to adventure in the beguiling realm of Dolmenwood—a swathe of tangled woods, fungus-encrusted glades, and foetid marsh on the wild borders of civilisation. Rife with intrigue, secrets, and magic, Dolmenwood draws travellers of adventurous spirit, daring them to venture within.

Explore the wild places of the Wood, travelling through bramble-choked dells, fungal forests, and accursed bogland, bedding down among root and bracken amid the nocturnal babbling of strange beasts.

Unearth treasure hoards in forgotten fairy ruins, haunted manors, dripping caverns, crystal grottoes, unhallowed barrow mounds, and abandoned delvings.

Confront fell beasts, roving fungal monstrosities, terrible wyrms, tricksome fairies, and restless spirits of the long deceased.

Recover saintly relics and shrines lost in the befuddling tangle of the Wood, gaining the favour of the Church by returning them to civilisation.

Forage for weird fungi and herbs in the untrod depths of the woods, many with useful magical powers—and many that can be sold for profit.

Strike against Chaos, defending civilisation from the encroaching forces of the wicked, half-unicorn Nag-Lord who lurks in the corrupted northern woods.

Unravel secrets of deep magic, charting the obelisks, dolmens, and ley lines littered throughout Dolmenwood—but beware the sinister Drune cult that wards them.

Seek the counsel of witches or the sinister Hag, wielders of magic that can heal, hex, or divine the future.

Meddle in the affairs of nobility, allying with a noble house in its intrigues and power plays in the courts of High-Hankle and Castle Brackenwold.

Journey along fairy roads, ancient magical paths bordering on the ageless world of Fairy that allow travel throughout Dolmenwood—and perchance to realms beyond.

Return to the homely hearth to share tales of peril with quaint locals over a mug of ale and a well-stoked pipe.

Inspirational Media

The following books, films, and television series inspired the creation of Dolmenwood. They are recommended as imagination fodder for all players.

Books

- *The Charwoman's Shadow*—Lord Dunsany
- *The Fellowship of the Ring (Book 1)*—J.R.R. Tolkien
- *Goblin Market*—Christina Rossetti
- *Gormenghast*—Mervyn Peake
- *Jonathan Strange & Mr Norrell*—Susanna Clarke
- *The King of Elfland's Daughter*—Lord Dunsany
- *Krabat*—Ottfried Preußler
- *The Ladies of Grace Adieu*—Susanna Clarke
- *Lud-in-the-Mist*—Hope Mirrlees
- *Lyonesse trilogy*—Jack Vance
- *Mio My Son*—Astrid Lindgren
- *On Fairy-Stories*—J.R.R. Tolkien
- *Smith of Wootton Major*—J.R.R. Tolkien
- *Stardust*—Neil Gaiman
- *The White People*—Arthur Machen

Films

- *The Green Knight*—David Lowery
- *Labyrinth*—Jim Henson
- *Legend*—Ridley Scott
- *Princess Mononoke*—Hayao Miyazaki
- *Spirited Away*—Hayao Miyazaki
- *The Wicker Man*—Robin Hardy

Television Series

- *Jonathan Strange & Mr Norrell*—BBC series
- *Over the Garden Wall*—Patrick McHale
- *Twin Peaks*—Mark Frost and David Lynch



WHAT'S IN THIS BOOK?

This book contains everything players need to experience wondrous journeys and perilous adventure in the befuddling and magical Dolmenwood. It guides players on their first steps beneath the forest's benighted eaves and serves as a trusty companion as they delve deeper into its secrets.

Part 1: Welcome to Dolmenwood

Reveals common knowledge about the people, places, and factions of Dolmenwood that can be gleaned by talking with its natives.

Part 2: Starting Play

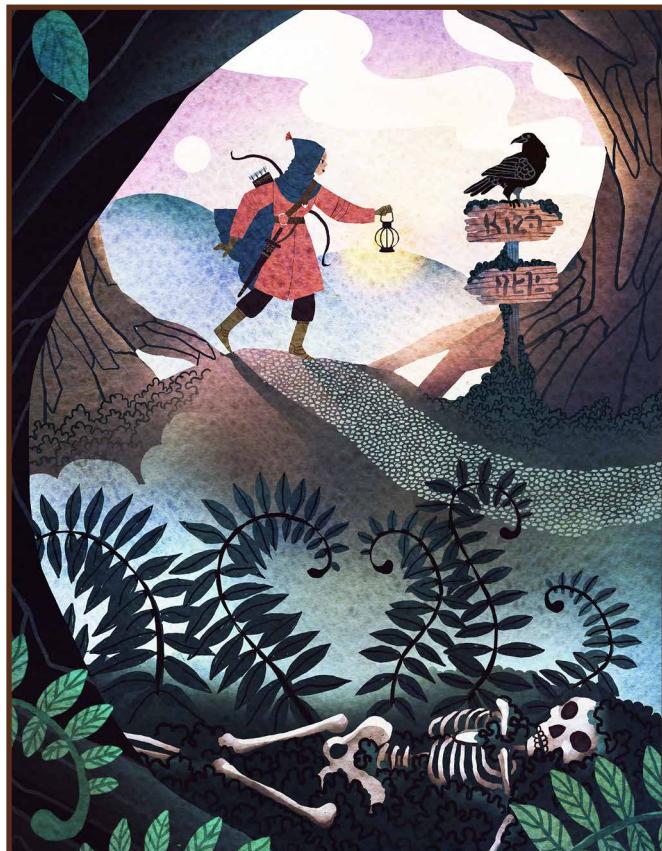
Introduces the basics of role-playing games, along with instructions on how to create a character to begin exploring Dolmenwood.

Part 3: Kindreds

Describes the six most common Kindreds of sentient folk in Dolmenwood. Players may be a proud, goat-headed bregle, a wide-eyed elf stepped straight from Fairy, a tricksome grimalkin cat-fairy, a worldly or hapless human, a fungus-riddled mossling, or a capricious, bat-faced wood-grue.

Part 4: Classes

Describes nine adventuring professions that define a character's talents and powers, as well as their role in an adventuring party. Players may be a charming bard, an ardent cleric, a wilful enchanter, a dashing fighter, a jolly friar, a stealthy hunter, a haughty knight, an enigmatic magician, or a wily thief.



Book Title Acronyms

The following acronyms are sometimes used when referring to other books:

DCB: The *Dolmenwood Campaign Book*.

DMB: The *Dolmenwood Monster Book*.

Part 5: Magic

Elucidates the many kinds of magic available to Player Characters—arcane spells, holy prayers, fairy glamours, elf runes, and the humble magical knacks of mosslings.

Part 6: Equipment, Services, Animals

Presents a rich and detailed selection of gear, armour, weapons, mounts, vehicles, services, and accoutrements essential to any adventurer, including a miscellany of pipe-leafs, beverages, and useful herbs and fungi.

Part 7: Adventuring

Explains the rules and procedures for adventuring in Dolmenwood—travelling and camping in the wilds, exploring weird subterranean locales, and battling ferocious monsters.

Part 8: Appendices

Provides additional background information on the calendar, noble houses, and religions of Dolmenwood, along with optional rules for archetypal non-human characters.

Inside Covers

Player's map of Dolmenwood: Dolmenwood as described by local folk, including the purported locations of certain sites mentioned in legend and folklore.

Quick reference: Commonly used tables and rules summaries compiled for quick reference.

OTHER BOOKS

Referees wishing to run games set in Dolmenwood require additional books, revealing the deep mysteries of the Wood.

The Dolmenwood Campaign Book: An exhaustive tome detailing the secrets and lore of Dolmenwood, including hundreds of fantastic and perilous locations.

The Dolmenwood Monster Book: A menagerie of weird beasts, fickle fairies, and strange spirits that inhabit the wild places of the Wood.

Dolmenwood adventure scenarios: A series of adventures set in Dolmenwood, presented in an easy-to-use format, perfect for the time-pressed Referee.

FREE DOWNLOADS

Visit dolmenwood.com for Dolmenwood character sheets, calendars, and more.

Folk and Factions

Introducing the folk of Dolmenwood and the factions that vie for control.

SENTIENT FOLK

While humans dominate the settled reaches of Dolmenwood, they are not the only folk to call the place home.

Breggles

The High Wold region of south-western Dolmenwood has been ruled since ancient times by the goat-headed breggles. Breggles divide themselves into two castes, distinguished by the length of their horns—the aristocratic longhorns and the commoner shorthorns.

Mosslings

The dank, fungal-infested lowlands of Mulchgrove, in the eastern woods, are home to a shy and stunted folk called mosslings, part mortal flesh and part plant or fungus.

Fairies and Demi-Fey

Among the myriad peoples of Fairy, a number venture into Dolmenwood and mingle with mortal folk: elves, otherworldly and beautiful, the little cat-folk known as grimalkins, and bat-faced woodgrues are the most commonly encountered.

Other Sentient Beings

If one ventures off the beaten track in Dolmenwood, innumerable creatures await discovery. Goblin tricksters peddle fairy fruits and other questionable wares; scrabies emerge from their network of tunnels, eager to explore; even a bird or animal may surprise travellers by greeting them from the wayside, spinning a riddle, or cursing their trespass.

FACTIONS AND POWERS

The Duchy of Brackenwold

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. The whole forest is his property.

The Pluritine Church

The monotheistic Pluritine Church dominates throughout Dolmenwood and beyond. While it holds much political clout, the Church is of late diminished in Dolmenwood. Many shrines and chapels that once saw regular worship have fallen into ruin and been reclaimed by the forest. Some within the Church seek to rediscover and re-sanctify these lost shrines.

The Cold Prince

Where mortals now reign, great fairy nobles once held court. The entirety of Dolmenwood was once the domain of a cruel elf lord known as the Cold Prince, lord of winter eternal, who ruled from the palace of Hoarblight Keep overlooking the great Lake Longmere. When humans began to settle the wild glades a great war between fairy and mortal ensued. Mortals eventually prevailed and the Cold Prince was banished to his domain in Fairy. Fearful tales of his return to Dolmenwood and his icy wrath weave a common thread through the folklore of those who dwell within his erstwhile domain.

The Nag-Lord

A wicked, trickster figure of local folklore, said to keep unholy court in the twisted northern woods, where his armies of corrupted breggles and other creatures of Chaos lair. The Nag-Lord is known in folktales as the “King of the Wood,” and is portrayed as being part man, part unicorn, with nine legs (nine being regarded as an especially accursed number).

The Drune

A cabal of sorcerers who roam the Wood, cloaked in black. They claim the magical energies of Dolmenwood and what gods they worship is a matter of conjecture, for they guard their secrets with their lives. In the eyes of the Church they are heathens to be eradicated, for it is said they deal in devil worship and human sacrifice. Kidnap by the Drune is among the greatest fears of the simple folk of Dolmenwood, who refer to the cult as “the Hooded Men,” fearing to speak the word “Drune.”

The Witches

Mortal women who worship ancient deities in the forbidden depths of Dolmenwood. Their aims are obscure, but it is known that they gather beneath the moon to work magic. In folklore, witches are variously portrayed as depraved practitioners of human sacrifice, treacherous wielders of hex and illusion, and ministers of potent cures and charms.

Ygraine the Sorceress

A reclusive figure said to be the most powerful magician in Dolmenwood, Ygraine dwells in the many-tiered Chateau Mauvesse, overlooking the black waters of the Dark Mirror. It is rumoured that her explorations of otherworldly realms have brought her into contact with the Cold Prince and that she now works her magic to release him from exile.

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, Castle Brackenwold perches upon a high hill with a city stretched at its feet. Alongside the mighty ducal garrison is a great cathedral—the seat of the Church's power in Dolmenwood.

Dreg and Shantywood Isle

A port and fishing village beside the River Hameth. Dreg has a seedy reputation as a haunt for thieves, gamblers, and rascals of all stripes, only worsened by its proximity to Shantywood Isle, a notorious port of ill-repute. Dreg is also famed for its fine bog-swine sausages.

Fort Vulgar

A crude keep overlooking a port at the northern end of Lake Longmere. Fort Vulgar is ruled by Sir Osric the Gaunt, a vassal of the Duke of Brackenwold who is responsible for the taxation of all traffic via the port.

Hag's Addle

A shunned region of mazy swampland around the banks of the River Hameth, haunted by the sinister Hag. It is said that she glimpses into the past and future and resurrects the dead, but the price she demands in return is perilous.

High-Hankle

The second largest town in Dolmenwood (after Castle Brackenwold), High-Hankle is the ancient capital of the High Wold region, now reputed for revelry, carousing, and debauchery of every flavour. At its centre stands the imposing Castle Perigonne, home of the Baron Hogwarsh.

The High Wold

A barony encompassing the south-western corner of Dolmenwood, ruled in tandem by breggle and human noble houses. The barony has become wild of late under the lax rule of Baron Hogwarsh: highwaymen hunt the roads and charlatans peddle questionable wares.

Lake Longmere

The great Lake Longmere, at the centre of Dolmenwood, is twelve miles broad at its widest point. No ships ply its waters, and locals speak fearfully of lake monsters.

Lankshorn

The market town of Lankshorn, ruled by the breggle aristocracy, lies within a bowshot of the forest's border. In Lankshorn, the traditions of the civilised south meld with the quaint, superstitious ways of Dolmenwood.

Dolmenwood Map

A map of Dolmenwood is found inside the book's front cover. This map depicts the Wood as described by local folk, including the purported locations of certain sites mentioned in legend and folklore.

The World of Fairy

The timeless world of Fairy—the native world of elves and grimalkins, where magic permeates all things—lies parallel to the mortal world. In Dolmenwood, the veil between the two worlds is thin, and magical doorways and roads allow fairies to slip into the mortal world.

Mulchgrove

The central region of the Wood is a dank lowland riddled with fungal forests, treacherous bogs, and twisted willowwoods. The region is little traversed save by sentient fungal monstrosities and the native mosslings, at home amongst the dew-kissed fungi and moulds.

The Nagwood

The northern woods, corrupted by the presence of the court of the wicked Nag-Lord and his foul armies. None of sound mind venture within this twisted region of evil.

Prigwort

The market town of Prigwort is the largest settlement beneath the forest's eaves. Famed for its breweries and distilleries, Prigwort is ruled by a council known as the Brewmasters. Connoisseurs across the land covet the fine spirits of Prigwort.

The Ruined Abbey of St Clewyd

East of Lake Longmere, in the depths of Dolmenwood, a great monastery was founded of old. The abbey has lain in ruins for a century following a nocturnal assault of unknown provenance.

The Witching Ring

In the western reaches of Dolmenwood is found a vast ring of frost-rimmed stones, erected by the ancients for purpose long forgotten. The folk of Dolmenwood name them the "Summerstones" and the great ring which they inscribe the "Witching Ring."

The Woodcutters' Encampment

Once a mere woodcutters' camp, the village is now a thriving trade community. The locals practice unusual arts of woodcraft and are said to show no fear of the Drune.



The
Wrinkled
MEDLAR

Part Two

Starting Play

Adventure! Yes, a fine thing for folks such as yourself, with a spring in your step and a yearning to see the world. But make sure you're properly prepared and have your saints in a row, as they say, before you step off the path and into the wild. There's all manner of weird beasties out there you need to watch out for. Bogeys, redcaps, pooks, marsh lanterns, slime-hulks, boggins, mogglewomps, cockatrices. The list goes on and on, I'm afraid. I've got a proper reference you might like over here... Oh and if you head back this way, be sure to tell me all about anything you bumped into.

—Father Nedwynne Hargle, abbot of the Seminary of 100 Martyrs

On Role-Playing Games

Introducing the noble art of adventure gaming.

 Role-Playing Game (RPG) is, at its core, a shared on-going narrative exploring the adventures of a group of imagined characters in an imagined world.

When kids play cops and robbers, they're role-playing. The difference is that in an RPG such as Dolmenwood, the game rules provide a framework that prevents the inevitable "Bang, bang, I got you!" followed by "No you didn't!" The rules in this book provide structure, but pure role-playing is simply imagining yourself as a character in a certain situation and deciding what they would do.

Each player takes on the role of a single character in the game, with one person acting as the Referee, describing the world perceived by the others. The Referee also role-plays other people and creatures the players encounter, from humble shopkeepers to rampaging ogres.

New to Role-Playing Games?

This book explains the game rules in an easy-to-learn way, including examples of how the rules work in practice. For players with no prior experience of RPGs, however, more direct experience can be useful to grasp how the written rules and free-form narrative procedure work together.

If you've never played an RPG before, by far the easiest way to learn how they work is to simply dive in and play. If you have friends who already play, just ask to join them for a game or two. Failing that, it can be instructive to watch other people playing. There are many live streams and YouTube channels online, including recordings of groups exploring Dolmenwood.

Required Materials

All players need the following basic items to play Dolmenwood. Players may share, but it is more convenient for each player to have their own.

This book: The *Dolmenwood Player's Book*.

Dice: A set of standard RPG dice, including 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided dice.

Character sheet: A sheet to record character details. This can be an official character sheet (downloaded from dolmenwood.com) or a piece of blank paper.

Notebook: Pencils, blank paper, and gridded paper (or equivalent software) for making notes and mapping.

Referee's requirements: The person taking on the role of the Referee also needs the *Dolmenwood Campaign Book* and the *Dolmenwood Monster Book*.

BASIC PLAY EXAMPLE

Emily (playing Grendl Lockehorn, a breggle knight), **James** (playing Samwise Lank, a human friar), and **Jeff** (playing Boots Pouncemouse, a grimalkin enchanter) are exploring the verdant oddities of Dolmenwood when they encounter a lone goblin with a strange prize. Let's listen in as **Gavin**, the Referee, narrates the scene.

Gavin (Referee): You've been away from the village for three days and are now deep in the wilderness. The trees bend and twist, creating a net through which only the occasional glimpse of starlight manages to reach down and touch your eyes. The woods are gloomy by day, but by night the darkness feels suffocating. The sounds of the wilderness echo between the ancient trees and clawing brush that surround the small clearing where you've made camp. You've lit a small campfire for warmth. Do you want to use the same order of watches through the night as you used yesterday?

Emily (playing Grendl): Yep. Grendl is on first watch, Jeff is on second watch. Samwise is on third watch.

Gavin: Great. You all settle down to sleep. It's now the middle of the night, so that'd be second watch. Jeff, what's Boots doing while he's on watch.

Jeff (playing Boots): He's reading through the little holy book Samwise is always studying, giggling at how silly human religion is—but he looks up every now and again in a half-hearted effort that barely passes for being on guard.

James (playing Samwise): Hey! Put that back!

Jeff: You're asleep. You weren't using it. I'll put it back before you wake up.

Gavin: You're laughing at a passage you find to be particularly silly about St Thorm when you notice a second voice joining your laughter. A piping, tittering laugh echoes through the woods. It's not loud enough to wake your friends, but it's clearly heard.

Jeff: I leap to my feet and throw the holy book at Samwise. Wake him up and give him his book back all at once.

Gavin: Give me a ranged Attack Roll.

Jeff: <Rolls a 20-sided die> Umm, sorry James. <Looks to Gavin> I rolled a 1.

James: You what?!

Gavin: The book slips from your grip and flies off into the brush, but you hear a thud as it hits something other than vegetation. You hear a new sound that wakes everyone up. It's the sound of a baby crying, wailing in fear. As Grendl and Samwise come to, the three of you see a goblin with a massive head and great googly, yellow eyes peering at you. It clutches a swaddled newborn human child, no older than a few days old, in its spindly arms.

Emily: I draw my sword and move forward.

James: Wait! We can't risk endangering the baby. Maybe we can talk the goblin into giving it up.

Jeff: You want to negotiate with a goblin?

James: Yes. The kid is probably from the village. Remember that rumour about missing and cursed children we heard? <To Gavin> Samwise takes a step towards the goblin, slowly, and raises a hand before speaking: "Greetings friend! Welcome to our humble camp site."

Emily: Grendl doesn't trust goblins after the incident at the ruined farmstead a few sessions ago with the bag of hen's teeth and the spinning wheel. She is waiting for the first sign of a threat to attack.

Jeff: Boots slowly rises to his feet, but I don't draw a weapon or anything. I give the goblin a casual wave and a quick smile like he's an old friend.

Gavin: Alright, the goblin clutches the child and seems almost to lick his lips for a second as his eyes dart between the three of you. "Can't have my precious gift, not by steel nor riddling shrift. Can't have my sack, no won't give it back!"

Emily: Oh, he's gonna get it...

Jeff: Boots casually remarks "Well, ya know stealing human children is a tricky business. Gotta find the right market for a seller. I hear harpies will trade 'em for a song..."

James: Jeff!

Gavin (speaking as the goblin): "Child, child not for me. Master, master's property. I do as bid, no surprise, and return to Master his secret prize. Though sprig of rosemary is in my bag, neither it nor child is yours to be had."

Jeff (as Boots): "Well, glad you've got that covered." <Out of character> Sorry guys. I got nothing.

Emily: If you guys don't do something, I'm gonna risk attacking him.

James: Rosemary, eh? I have an idea. "Rosemary you say? I'm in need of some rosemary for my garden! Perhaps we could trade."

Gavin (as the goblin): "No trade with friar. Never trust a holy liar."

James (as Samwise): "Don't you at least want to see what I have? It could be shiny."

Gavin: The goblin eyes you suspiciously.

Emily: He's not buying it.

James: I pull out that gilded letter we got from the elf courier a few months back and wave it in front of the goblin, trying to catch its edges in the firelight so it twinkles.

Emily: You kept that?

James: I keep everything.

Gavin: The goblin's eyes catch on the letter and he nods eagerly. "Yes, yes! Gold is best, best. You give Grimble-Grot the letter and everything get better. If I like the trade, a deal can be made."

James: I slowly approach the goblin and hand him the letter.

Gavin: He snatches it with one hand, clutching the wailing child tighter in his free arm. He begins to read it. What's it say?

James: <Flips through his character sheet notes> "The one who receives this letter is invited to palaver under a banner of peace with its bearer until dawn under the promise of an exchange to be made before sunrise as a sign of good faith between Mortal and Fairy."

Jeff: I get it! The goblin took the letter, now he's under Oath of Invitation and can't cross us!

James: Bingo. Also because he took the letter, it means he agreed to the trade.

Gavin: Clever!

Emily (as Grendl): "You have accepted the golden gilded letter as a gift! We ask the child in exchange!"

Gavin (as the goblin): "Gifts must be named for gifts to be claimed."

James: You said it's a newborn human child?

Gavin: Yeah.

James (as Samwise): "The child has no name. As an ordained clergyman, I name her Rosemary! You offered rosemary! By your name, Grimble-Grot, I hold you to your word."

Gavin: <Considers the impromptu trick and decides it seems feasible enough to work—a fun and creative idea from James> The goblin lets out a vexed hiss and shoves the child roughly into Grendl's free arm. "Cursed human, so smart on two legs. Foul your beer, rot your eggs!" The goblin scampers off into the woods. His voice echoes back, "Master's prize will bring you only sorrow. It shall come to you tomorrow, tomorrow, and tomorrow."

Jeff: Wow. I can't believe that worked. Boots pipes up after watching the whole exchange: "We've got some new problems, guys. In addition to bad beer and rotten eggs in the near future, we've got a newborn baby and we're three days deep into the forest without a wet-nurse or fresh swaddling clothes, cursed by a goblin, and someone known as 'Master' is mad at us. Oh, and goblins never travel alone."

Gavin: Boots is right. That's when you hear the cackling of goblins echo in the dark from all directions around your camp...



Terminology

A glossary of common terms used in the game.

arious game terminology is used in Dolmenwood, much of it in common with other role-playing games and some unique to Dolmenwood. The most frequently used terms are described here, along with page references for further details.

GLOSSARY OF TERMS

Ability Check: A d6 roll modified by one of a character's Ability Scores, aiming to equal or beat 4. See *Ability Checks*, p144.

Ability Modifier: A -3 to +3 modifier derived from one of a character's Ability Scores and applied to various rolls in the game. See *Ability Modifiers*, p22.

Ability Scores: A character's physical and mental aptitudes—Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Each Ability is rated from 3 to 18. See *Ability Scores*, p22.

Adventure: A series of one or more game sessions during which the party explores a specific location or engages with a particular plot.

Adventurer: A person who embarks on dangerous quests to acquire wealth and renown. All adventurers belong to a Class, and all Player Characters are adventurers.

Alignment: A creature's basic behaviour and moral outlook: Lawful, Neutral, or Chaotic. See *Alignment*, p24.

Armour Class (AC): A creature's ability to avoid damage in combat. See *Armour Class*, p16.

Attack: A creature's ability to hit foes in combat, rated as a modifier applied to Attack Rolls. See *Attack*, p17.

Attack Roll: A d20 roll to determine whether an attack succeeds, aiming to equal or beat an opponent's Armour Class. See *Attack Rolls*, p145.

Campaign: A series of adventures, usually involving a consistent set of characters.

Character: A person in the imagined game world, whether played by the Referee (NPCs) or a player (PCs). Some characters are adventurers.

Class: A character's adventuring profession (e.g. cleric, fighter, magician, thief). See *Part Four: Classes*, p57.

Coin (weight): A measure of weight and bulk used for tracking encumbrance. See *Encumbrance*, p148.

cp: Copper pieces—a common type of coin. See *Coinage*, p116.

Creature: Any character or monster.

Damage Roll: A die roll subtracted from a creature's Hit Point total when it suffers harm (often from an attack). See *Damage Rolls*, p145.

Demi-fey: A creature born in the mortal world but whose ancestors originated in the magical parallel world of Fairy. See *Mortals, Fairies, and Demi-Fey*, p30.

Dungeon: An indoor, underground, or enclosed adventuring locale, for example a tomb, castle, or mine. See *Dungeons*, p162.

Encounter: An encounter occurs when Player Characters meet another group of creatures while adventuring. See *Encounters*, p164.

Encumbrance: The load of gear carried by a character, which may reduce their Speed. See *Encumbrance*, p148.

Experience Points (XP): Awarded by the Referee following a successful adventure. When a character accumulates a certain number of Experience Points, they increase in Level. See *Advancement*, p25.

Fairy (type of creature): A creature that originates in the magical parallel world of Fairy. See *Mortals, Fairies, and Demi-Fey*, p30.

Fairy (world): The native world of fairies. A mysterious, timeless parallel to the mortal world, infused with magic. Magical doors connect Dolmenwood and Fairy.

Game time: The imagined time that passes in the game world as the game is played.

gp: Gold pieces—a common type of coin. See *Coinage*, p116.

Hit Points (HP): A creature's ability to avoid dying. Damage reduces a creature's Hit Point total. If reduced to 0, the creature dies. See *Hit Points*, p16.

Initiative Roll: A d6 roll to determine which group acts first in an encounter. See *Initiative*, p165.

Kindred: A type of intelligent creature that a player may choose to play (e.g. human, elf, woodgrue). See *Part Three: Kindreds*, p28.

Level (character): A character's experience as an adventurer. Characters begin at Level 1 and advance through successful adventuring. See *Advancement*, p25.

Level (creature): An indication of a creature's power and overall dangerousness, equivalent to a character's Level.

Level (dungeon): The floor number of a dungeon, with the first level being closest to the surface, and higher levels being deeper underground.

Loyalty: A rating for a retainer's loyalty to the employing PC. See *Retainers*, p134.

Magic Resistance: A modifier applied to Saving Throws against effects of magical origin. See *Magic Resistance*, p17.

Melee: Attacks with close-quarters weapons or natural weaponry (e.g. swords, axes, claws, fists).

Missile: Attacks with thrown or fired weapons (e.g. arrows, spears).

Monster: Any creature encountered during an adventure. All monsters are played by the Referee.

Morale: A rating for a creature's bravery and perseverance in battle. See *Morale*, p167.

Mortal: A creature that originates in the mortal world. See *Mortals, Fairies, and Demi-Fey*, p30.

Mortal world: The everyday world of Dolmenwood, inhabited by humans and other mortal Kindreds.

Non-Player Character (NPC): Characters encountered during the game. All NPCs are played by the Referee.

Party: A group of adventurers.

Player: Participants in the game, each usually running a single Player Character.

Player Character (PC): An individual player's character in the imagined world.

pp: Pellucidium pieces—an uncommon type of coin made of fairy silver. See *Coinage, p116*.

Rank (spell): The level of complexity and power of a magic spell. See *Arcane Magic, p78* and *Holy Magic, p100*.

Reaction Roll: A 2d6 roll determining a creature's reaction when encountered. See *Monster and NPC Reactions, p165*.

Real time: The time that passes in the real world as the game is played.

Referee: The person who leads game sessions for the other players, designing adventures, arbitrating rules, and determining the reactions of people and creatures encountered.

Retainer: NPC adventurers hired to accompany Player Characters on their adventures. See *Retainers, p134*.

Role-playing: The act of deciding a character's actions and speech by considering their point of view in the imagined game world.

Round: A span of game time (roughly 10 seconds) used during combat. See *Time and Movement, p146*.

Save Target: The target number for a Saving Throw, determined by a character's Class and Level. See *Save Targets, p17*.

Saving Throw: A d20 roll to determine whether a creature avoids a detrimental effect, aiming to equal or beat the appropriate Save Target. See *Saving Throws, p145*.

Session: Each time the players and Referee gather to play the game is referred to as a session. Sessions typically last around 2–6 hours.

Skill: A specific competency useful in adventuring. All adventurers can use the Listen, Search, and Survival skills. Some Classes grant additional skills.

Skill Check: A d6 roll testing a character's proficiency with a particular skill, aiming to equal or beat the appropriate Skill Target. See *Skill Checks, p144*.

Skill Target: The target number for a Skill Check, determined by a character's Kindred, Class, and Level.

sp: Silver pieces—a common type of coin. See *Coinage, p116*.

Speed: The speed at which a creature can move when exploring, travelling, or during combat. See *Time and Movement, p146*.

Surprise Roll: A d6 roll to determine whether a group of creatures is taken unawares by another group. See *Surprise, p164*.

Target number: A number that a die roll must match or exceed to succeed at a given task. Lower targets represent easier tasks, higher targets represent harder tasks.

Turn: A span of game time (about 10 minutes) used during dungeon exploration. See *Time and Movement, p146*.

Woldish: The common tongue spoken by most sentient creatures in Dolmenwood. See *Languages, p26*.

Dice Rolling Notation

Similar to many other role-playing games, Dolmenwood uses polyhedral dice, each referred to by the number of sides it has:

- **d4:** A four-sided die.
- **d6:** A normal six-sided die.
- **d8:** An eight-sided die.
- **d10:** A ten-sided die.
- **d12:** A twelve-sided die.
- **d20:** A twenty-sided die.

Multi-Dice Rolls

In situations where multiple dice should be rolled and the results summed, the number of dice is noted before the “d.” For example, 3d6 indicates that three six-sided dice should be rolled and the results added together.

Modifiers

Modifiers to the roll are applied after the results of all dice have been summed. For example, 3d6+2 indicates that three six-sided dice should be rolled, the results added together, then 2 added on top.

“Natural” Results

The rules occasionally refer to the “natural” result of rolling dice (e.g. “a natural 20”). This means the number rolled on the die, before any modifiers are applied.

d2 and d3

Two-sided or three-sided dice can be mimicked using a d6. For a d2, a roll of 1–3 indicates ‘one’ and 4–6 indicates ‘two’. For a d3, a roll of 1–2 indicates ‘one’, 3–4 indicates ‘two’, and 5–6 indicates ‘three’.

d100 / d%

A hundred-sided die (sometimes called a percentile die) requires rolling two d10s: the first treated as “tens” and the second treated as “ones.” For example, a roll of 2 and 3 would make 23. If two 0s are rolled, the result counts as 100.

Chance Rolls

Some rules specify a chance of success, either as a percentage (e.g. 35%) or using an X-in-Y notation (e.g. 2-in-6). This indicates that the appropriate die type should be rolled (i.e. a d100 for a percentage chance, a d6 for an X-in-6 chance, etc.) and the result compared against the specified chance. If the roll is within the specified range of success, the check succeeds.

Probability Curves

It is important to note that multi-dice rolls produce a *bell curve*, where middle value results are more likely. For example, when rolling 3d6, there is a 12.5% chance of rolling a 10, and only a 0.46% chance of rolling a 3. The rules sometimes make use of this behaviour in situations where certain results are far more likely, for example when rolling Ability Scores (p22).

Character Statistics

The basic game statistics that describe an adventurer.

layer Characters are described by a set of statistics defining their capabilities, strengths, and weaknesses in the game world.

Ability Scores

The ratings of an adventurer's defining physical and mental attributes. There are 6 Abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See *Ability Scores*, p22. Ability Scores are recorded as numbers between 3–18, with 3 being the worst score possible and 18 the best.

Kindred

A character may be human or one of a number of types of fantastic intelligent creatures that live in Dolmenwood. Each Kindred has a number of special traits, from fairy magic to bonuses in combat. The Kindreds players may choose from are: breggle, elf, grimalkin, human, mossling, woodgrue. See *Part Three: Kindreds*, p28.

Size: A character's Kindred determines their size: either human-sized (Medium) or smaller than human-sized (Small).

Creature type: A character's Kindred determines their creature type as demi-fey, fairy, or mortal.

Native languages: A character's Kindred determines their native languages.

Class

A character's role or profession as an adventurer. Each Class has a number of special traits, from combat talents to spell-casting. The Classes players may choose from are: bard, cleric, enchanter, fighter, friar, hunter, knight, magician, thief. See *Part Four: Classes*, p57.

Weapons and armour: A character's Class determines which kinds of weapons and armour they can use.

Level

A character's expertise as an adventurer is denoted by their Level. Characters typically start play at Level 1 (the lowest Level of adventurer) and can increase in Level through successful adventuring. As a character goes up in Level, they gain more powerful capabilities, as defined by their Class. This book contains rules for characters up to Level 15.

Experience Points (XP)

A character's advancement in the game is tracked by the accumulation of experience points. Experience Points are awarded by the Referee after a successful adventure. When a character has accumulated a certain number of Experience Points, their Level increases. Each Class specifies the number of Experience Points required to achieve each Level.

Prime Abilities

The Ability (or Abilities) most important to a character's Class. A character with high scores in their Prime Abilities may gain a bonus to Experience Points awarded by the Referee. Conversely, a character with a low score in a Prime Ability may suffer a penalty to awarded Experience Points. See *Prime Abilities*, p22.

Hit Points (HP)

A character's ability to avoid dying. A character has a maximum Hit Point total and a current Hit Point total, which are tracked separately.

Rolling Hit Points: A character's Hit Points are rolled with a die type determined by their Class (for example, fighters roll 1d8 and magicians roll 1d4). When play begins, current Hit Points and maximum Hit Points have the same value.

Damage: When a character is harmed, their current Hit Point total is reduced. If this number reaches 0, the character dies. See p145.

Healing: Rest or healing can restore lost Hit Points up to the character's maximum Hit Points. See p160.

Gaining Levels: When a character gains a Level, a die is rolled and the result added to their maximum Hit Points. The type of die rolled is determined by the character's Class. As Hit Points increase, characters are able to combat more dangerous foes and face greater adversity.

Armour Class (AC)

A character's ability to avoid damage in combat. Armour Class is determined by the character's armour and their Dexterity score.

Default Armour Class: An unarmoured character with average Dexterity has AC 10.

Combat Aptitude

A character's aptitude in combat is classified as martial, semi-martial, or non-martial, determined by their Class. For example, fighter is a martial Class and magician a non-martial Class. Combat Aptitude determines how quickly a character's Attack and Save Targets advance.

Attack

A character's ability to hit foes in combat, determined by their Class and Level. A character's Attack is a bonus added to Attack Rolls. See *Attack Rolls*, p145.

Gaining Levels: As characters advance in Level, their Attack gets higher, increasing their chance of hitting opponents in combat.

Save Targets

A character's ability to avoid certain dangerous or detrimental effects, determined by their Class and Level. Save Targets are the numbers to match or exceed for a successful Saving Throw. There are five Saving Throw categories, each representing a common type of effect: Doom, Ray, Hold, Blast, Spell. See *Saving Throws*, p145.

Gaining Levels: As characters advance in Level, their Save Targets get lower, improving their chance of avoiding detrimental effects.

Magic Resistance

A modifier applied to Saving Throws against effects of magical origin, determined by a character's Wisdom and Kindred. This may include saves against magical effects in any Saving Throw category, though does not normally apply to saves against breath attacks, such as wyrm breath.

Speed

The speed at which a character can move when exploring, travelling, or during combat. See *Time and Movement*, p146.

Default Speed: The default Speed for characters is 40. This may be adjusted by the amount of gear and treasure a character is carrying. See *Encumbrance*, p148.

Skills

Skills represent specific competencies useful in adventuring. As professional adventurers, all characters have basic competence with certain common activities—listening, searching, and wilderness survival. Some Classes grant the use of additional, specialised skills. See *Skill Checks*, p144.

Alignment

Characters (and all other creatures) are classified as Lawful, Neutral, or Chaotic. Alignment determines how certain magic influences a character and should be used by the player as a guideline for role-playing. See *Alignment*, p24.

Background

A secondary profession or skill set gained due to a character's upbringing or life prior to becoming a professional adventurer. Backgrounds play no mechanical role in the game rules, but the Referee may use them as an aid to judging which actions a character can perform. See *Is a Roll Warranted?*, p139 and *Narrative Interaction*, p150.

Monster Statistics

While this book does not contain a full bestiary, game statistics for a small number of monsters and animals are present (e.g. for mounts which can be purchased or creatures that can be summoned by magic). Monsters, animals, and NPCs are described with a simplified set of statistics listing the main stats required for combat. Monster statistics are mostly the same as those used for characters, but the following points are worth noting.

Size: Human-sized (Medium), smaller than human-sized (Small), or larger than human-sized (Large).

Type: Animal, bug, construct, demi-fey, dragon, fairy, fungus, monstrosity, mortal, ooze, plant, or undead.

Intelligence: Mindless, Animal Intelligence, Semi-Intelligent, Sentient, or Genius.

HP: The dice rolled to determine a monster's Hit Points, with the average value noted in parentheses.

Saves: The monster's Save Targets, listed using the following initials: D(oom), R(ray), H(old), B(last), S(pell).

Att: The attacks the monster can make each Round, with the Attack bonus and damage in parentheses.

Morale: The monster's courage, ferocity, and persistence in battle. See *Morale*, p167.

XP: The XP award for defeating the monster.

Example: Prigwort Prancer

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 12 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att 2 hooves (+1, 1d4) Speed 80 Morale 7 XP 20



Creating a Character

How to create a novice adventurer, ready to brave the befuddling Dolmenwood.

When creating a character, you need a character sheet—pictured to the right. The Dolmenwood character sheet is available online at dolmenwood.com as a PDF to download and print.

A note on randomness: Many character statistics are determined by rolling dice. You are encouraged to savour the fun, unexpected character concepts that emerge from interpreting these random results. The character creation example (*p20*) demonstrates this.

1. ROLL ABILITY SCORES

Roll 3d6 for each of your character's Ability Scores in turn: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See *Ability Scores*, *p22*.

Sub-Par Characters (Optional Rule)

If you roll a character with an 8 or less in *every* Ability Score or a 6 or lower in *more than one* Ability Score, you may choose to discard the character and start again.

2. CHOOSE A KINDRED

Select one of the Kindreds in *Part Three: Kindreds*, *p28*.

New players: The human Kindred is recommended, as it has the least special traits.

Class restrictions: Elves, grimalkins, and woodgrues cannot be clerics or friars as they have no spiritual connection with the deities of mortals.

3. CHOOSE A CLASS

Select one of the Classes in *Part Four: Classes*, *p57*, bearing in mind the Prime Abilities of each Class (see the *Summary of Classes* table).

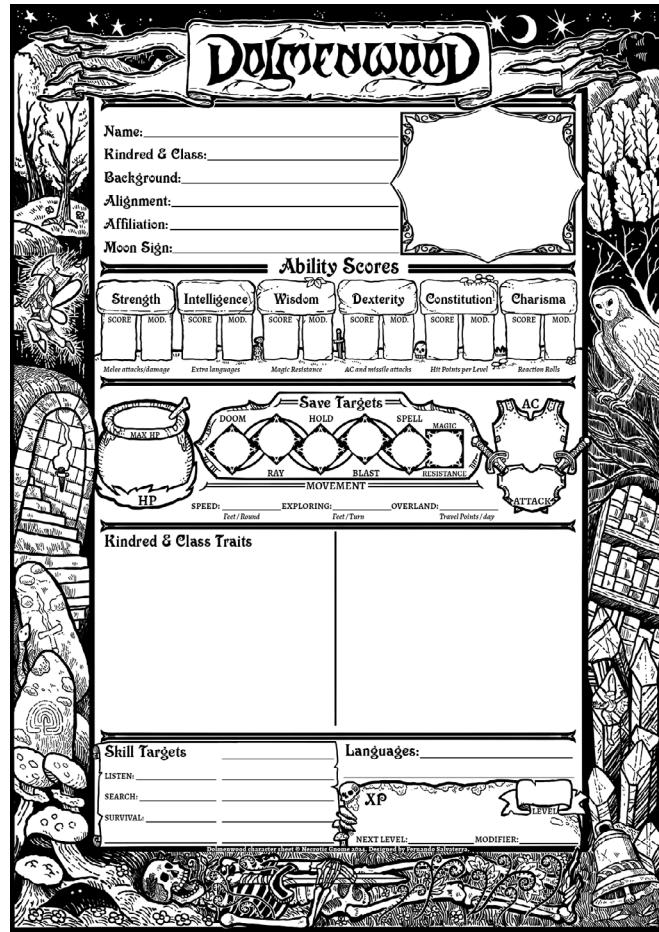
New players: The fighter Class is recommended, as it has the least special traits.

4. ADJUST ABILITY SCORES

If you wish, you may raise your character's Prime Abilities by lowering other (non-Prime) Ability Scores. For every 2 points by which an Ability Score is lowered, 1 point may be added to a Prime Ability. No Ability Score may be lowered below 9, and no Prime Ability may be raised above 13 by adjustment.

5. NOTE ABILITY MODIFIERS

Now that your character's Ability Scores have been determined, make a note of any associated bonuses or penalties. See *Ability Scores*, *p22*.



6. NOTE KINDRED AND CLASS TRAITS

Record any special traits possessed by your character as a result of their Kindred and Class, including the following.

Attack: The advancement table for your character's Class lists your Attack. This value indicates your character's chance of hitting opponents in combat.

Save Targets: The advancement table for your character's Class lists your Save Targets. These are the target numbers used when making Saving Throws to avoid different kinds of dangerous or detrimental effects.

Skill Targets: Note your character's target numbers for Listen, Search, and Survival Skill Checks. All skills default to a target number of 6, unless your character's Kindred or Class specifies a lower target number.

Languages: Your character's native languages are listed in the Kindred description. This always includes the Woldish tongue spoken by all folk in Dolmenwood. Characters with high Intelligence (see *Ability Scores*, *p22*) may also choose additional languages from the list on *p26*.

SUMMARY OF CLASSES

Class	Prime Abilities	Hit Points	Combat Aptitude	Main Class Capabilities
Bard	Charisma and Dexterity	1d6	Semi-martial	Counter charm, enchantment, decipher script, folklore
Cleric	Wisdom	1d6	Semi-martial	Holy magic (from Level 2), holy order, turn undead
Enchanter	Charisma and Intelligence	1d6	Semi-martial	Glamours, fairy runes, detect magic, use arcane items
Fighter	Strength	1d8	Martial	Combat talents
Friar	Intelligence and Wisdom	1d4	Non-martial	Herbalism, holy magic (from Level 1), turn undead
Hunter	Constitution and Dexterity	1d8	Martial	Animal companion, alertness, tracking, missile attacks
Knight	Charisma and Strength	1d8	Martial	Horsemanship, monster slayer, strength of will
Magician	Intelligence	1d4	Non-martial	Arcane magic, detect magic
Thief	Dexterity	1d4	Semi-martial	Back-stab, climb, decipher script, disarm traps, pick locks

7. ROLL HIT POINTS

Determine your character's Hit Points by rolling the die for the chosen Class and adding the Constitution Modifier (see *Ability Scores*, p22).

Minimum 1 HP: Your character always starts with at least 1 Hit Point, regardless of Constitution Modifier.

Re-Rolling 1s and 2s (Optional Rule)

If your roll for Hit Points comes up 1 or 2 (before applying the Constitution Modifier), the Referee may allow you to re-roll HP.

8. ROLL EQUIPMENT

Your character's starting equipment is determined by a few die rolls. Characters start play with the following.

General items: Common clothes. A backpack containing 2 preserved rations, a waterskin, and a tinder box. A belt pouch containing $3d6 \times 10\text{gp}$ gold pieces.

Class items: Weapons, armour, and special items as noted in your character's Class.

Adventuring items: Choose or roll up to 4 items from the *Adventuring Items* table.

Trinket: An odd, possibly slightly magical item, rolled on the trinkets table for your character's Kindred.

Buying Equipment (Optional Rule)

If you prefer to customise your character's equipment, you may roll for gold ($3d6 \times 10\text{gp}$) and purchase armour, weapons, and equipment as desired. See *Part Six: Equipment, Services, and Animals*, p115.

9. NOTE ARMOUR CLASS

Your character's Armour Class is determined by their armour (see *Armour and Weapons*, p118) plus their Dexterity Modifier (see *Ability Scores*, p22). Some Kindreds and Classes also grant a bonus to AC.

Unarmoured AC: If your character has no armour, their AC is 10 plus their Dexterity Modifier.

10. NOTE SPEED

Determine your character's Speed based on the amount of equipment carried (see *Encumbrance*, p148).

Unencumbered Speed: Unencumbered characters have Speed 40, an exploration rate of 120' per Turn, and 8 Travel Points per day when travelling overland (see *Travel*, p156).

11. CHOOSE ALIGNMENT

Decide whether your character is Lawful, Neutral, or Chaotic (see *Alignment*, p24) and note this on your character sheet.

Class restrictions: Clerics and friars may not be Chaotic.

12. NOTE LEVEL AND XP

Your character begins play at Level 1 with 0 XP.

13. NAME AND DETAILS

Referring to the tables listed under your character's Kindred, choose a name for your character. Optionally, select a background and any extra details. You are now ready for adventure.

ADVENTURING ITEMS

d20 Item	d20 Item	d20 Item	d20 Item
1 Bedroll	6 Firewood (bundle)	11 Marbles (bag of 20)	16 Sledgehammer
2 Chalk (10 sticks)	7 Grappling hook	12 Oil flask	17 Small hammer
3 Chisel	8 Ink, quill, 5 sheets paper	13 Rope (50')	18 Tent
4 Cooking pots	9 Iron spikes (12)	14 Sack	19 Torches (3)
5 Crowbar	10 Lantern (hooded)	15 Shovel	20 Twine (100' ball)

Example of Creating a Character

An adventurer emerges from a player's choices and interpretation of die rolls.

1. ROLL ABILITY SCORES

The player rolls 3d6 for each Ability Score in turn:

Strength: 9. An average score.

Intelligence: 8. Slightly below average.

Wisdom: 15. A very good score.

Dexterity: 6. A rather poor score.

Constitution: 16. A lucky roll—an excellent score.

Charisma: 11. An average score.

A picture of the character is already forming. Their high Constitution and Wisdom suggest a hardy character with a strong connection with the spiritual. Their poor Dexterity and below average Intelligence suggest a rustic character with little interest in intellectual or artistic pursuits.

2. CHOOSE A KINDRED

Kindred is selected based on player preference, although the Referee may sometimes wish to limit available options. For example, some Referees prefer to restrict Player Characters to mortal Kindreds, or even to humans only.

The picture formed by the rolled Ability Scores brings an elderly breggle to the player's mind—still hale (high Constitution) but somewhat doddery with age (low Dexterity). The Referee approves this choice.

3. CHOOSE A CLASS

Class is selected based on player preference and Prime Abilities. While Classes do not have any Ability Score requirements, an especially good roll in an Ability indicates suitability for any Class with that Prime Ability.

Looking at the rolled Ability Scores once more, the player focuses on the high Wisdom—an indicator of spiritual insight. The player envisages a mild-mannered individual, with a strong personal connection to the divine.

Cleric and friar both use Wisdom as a Prime Ability. The player selects friar—a better fit with their conception of the character.

4. ADJUST ABILITY SCORES

The player has the option of lowering non-Prime Ability Scores in order to raise Prime Abilities, on a two-for-one exchange. As Wisdom and Intelligence are the character's Prime Abilities (as a friar), they may only lower Strength, Dexterity, Constitution, or Charisma.

Raising the character's Prime Abilities can be beneficial either to gain a bonus to earned Experience Points (if all Prime Abilities are 13 or higher) or for the other bonuses associated with the Ability Scores (e.g. higher Wisdom grants a bonus to resist magical effects).

Noting that one of the character's Prime Abilities is below 9 (which would incur an Experience Point penalty), the player considers making an adjustment. Wishing to keep the high Constitution score, the only option is to lower Charisma. Subtracting 2 points from Charisma, the player raises the character's Intelligence by 1, resulting in the following Ability Scores: Strength 9, Intelligence 9, Wisdom 15, Dexterity 6, Constitution 16, Charisma 9.

5. NOTE ABILITY MODIFIERS

Now that the character's Ability Scores are established, the player consults the Ability Modifiers table (p22) and records all relevant modifiers on the character sheet, as follows:

Strength: 9. Average; no Modifier.

Intelligence: 9. Average; no Modifier.

Wisdom: 15. +1 Modifier.

Dexterity: 6. -1 Modifier.

Constitution: 16. +2 Modifier.

Charisma: 9. Average; no Modifier.



6. NOTE KINDRED AND CLASS TRAITS

Reading over the breggle and friar descriptions once more, the player makes notes on their special traits. Breggles have a natural horn attack and fur that grants an AC bonus. Friars have an increased chance of success with Survival when foraging, gain an AC bonus, may attack with culinary implements, gain a bonus when using medicinal herbs, cast holy spells (a single Rank 1 spell for a Level 1 friar), and can attempt to turn the undead.

Attack: The player consults the friar advancement table and notes the character's Attack: +0 for a Level 1 friar. This bonus is applied when making Attack Rolls, in addition to any modifiers due to Strength or Dexterity.

Save Targets: Consulting the friar advancement table again, the player notes the character's Save Targets: Doom 11, Ray 12, Hold 13, Blast 16, Spell 14. They also note that the character's Wisdom Modifier (+1) grants them +1 Magic Resistance.

Skill Targets: Friars do not have any specialised skills, but they do have a lower Skill Target with Survival when foraging.

Languages: The character knows all languages listed in the breggle Kindred description: Woldish, Gaffe, and Caprice. Friars also gain a bonus language: Liturgic (the Church scriptural tongue). As the character has average Intelligence (9), they do not gain additional languages.

7. ROLL HIT POINTS

Level 1 friars have 1d4 Hit Points. The player rolls a 3. Adding the Constitution Modifier, the character starts with 5 Hit Points.

8. ROLL EQUIPMENT

The player rolls a few dice to determine the character's starting equipment. **General items:** Common clothing, a backpack, 2 preserved rations, a waterskin, a tinder box, a belt pouch, and 10 gold pieces. **Friar class items:** A dagger, a friar's habit, and a wooden holy symbol. **Adventuring items:** A shovel and a lantern (randomly rolled), plus 2 oil flasks (selected from the list). **Breggle trinket:** A gnarled root shaped like a mossling.

Mulling over the randomly determined items, the player imagines the friar as a keen forager (hence the shovel) who has recently unearthed a curious specimen that they now seek sagacious advice on (the mossling-shaped root).

9. NOTE ARMOUR CLASS

Since friars cannot wear armour of any kind, the character's base AC is 10. This is reduced to 9 by the character's low Dexterity (-1 Modifier), increased to 10 by the character's thick breggle fur, and finally increased to 12 by the friar's Armour of Faith trait. Overall, the character is poorly defended and would be wise to avoid combat where possible.

10. NOTE SPEED

The Referee informs the player that the slot encumbrance rules are in use (see *Encumbrance*, p148). Carrying 3 equipped items—a dagger, a lantern, and a belt pouch with 10gp and the gnarled root—the character has a base Speed of 40. The character's backpack with 8 stowed items does not further reduce their Speed.

The player notes Speed 40 on the character sheet.

11. CHOOSE ALIGNMENT

The player considers which of the three alignments (Lawful, Neutral, and Chaotic) best suit the character. They decide on Lawful, due to the character's benevolent, well-meaning demeanour.

12. NOTE LEVEL AND XP

The character is Level 1 and has 0 XP as they begin their adventuring career.

13. NAME AND DETAILS

Name: Looking at the breggle names table, the player decides that the character is female and rolls the name Crewwin Wolder.

Background: A roll on the breggle background table comes up with magician's assistant. An unusual result, considering the character's low Intelligence and devout calling. The player considers discarding the result and re-rolling but then hits upon the idea of Crewwin having been a reluctant magician's apprentice in her youth. She was eventually cast out for sanctimoniously refusing to cooperate with her erstwhile master's nefarious schemes.

Other details: Rolling on the other breggle detail tables, the following results emerge: Crewwin's ears are pierced with nails (perhaps a form of religious penance), she has missing teeth (due to age), her fur is grey and greasy (due to a life on the road), her voice is throaty, she is a wild hedonist (the player decides to re-roll this ill-fitting result and gets "ale-addled"—a more likely proposition for a friar), she wears a grimy apron (to protect her habit from mud when digging for roots), she desires to escape justice for a past crime (perhaps her former master still seeks to apprehend her), and believes that the end of the world is nigh (perhaps due to prophetic dreams).

Crewwin Wolder is now ready for adventure!



Ability Scores

A character's basic aptitudes, and how they are used in the game.

 Characters are rated in six Abilities, representing their physical and mental aptitudes. A character's rating in each Ability determines whether they have any bonuses or penalties associated with various actions in the game.

ABILITY MODIFIERS

High or low Ability Scores may grant a bonus or penalty associated with other rolls in the game. The *Ability Modifiers* table lists the Modifier associated with different Ability Scores. The effects of each Ability Score's Modifier are described on the next page.

ABILITY MODIFIERS

Ability Score	Modifier
3	-3
4–5	-2
6–8	-1
9–12	None
13–15	+1
16–17	+2
18	+3

ABILITY CHECKS

The rules sometimes call for an Ability Check (see p144), where a character's basic physical or mental aptitudes are tested. The situations in which each Ability Score may be tested are listed on the next page.

PRIME ABILITIES

Each Class has one or more Prime Abilities of special importance to its function. For example, fighters rely on Strength and magicians rely on Intelligence.

XP modifier: A character's score in their Prime Ability determines a modifier applied to all Experience Points earned, as shown in the *Prime Ability XP Modifiers* table.

Multiple Prime Abilities: For Classes with multiple Prime Abilities, the *lowest* score determines a character's XP modifier. For example, a bard with 8 Dexterity and 15 Charisma would suffer a -10% penalty to XP.

PRIME ABILITY XP MODIFIERS

Prime Ability Score	XP Modifier
3–5	-20%
6–8	-10%
13–15	+5%
16–18	+10%





STRENGTH

Brawn, muscle power, and physical might.

Melee: The Strength Modifier is applied to Attack and Damage Rolls with melee weapons.

Strength Checks: Breaking down doors (*p151*), forcing open doors (*p151*), jumping (*p153*), swimming in armour (*p154*).

INTELLIGENCE

Learning, memory, and reasoning.

Languages spoken: A positive Intelligence Modifier equals the number of additional languages the character speaks. These should be chosen by the player during character creation—see *Languages*, *p26*. A negative Intelligence Modifier has no effect on the number of languages a character speaks.

Literacy: Characters with Intelligence below 6 optionally can only read and write basic words and phrases.

Intelligence Checks: Learning a spell from a spell book (*p78*), smoking and contemplating a problem (*p129*).

WISDOM

Insight, common sense, and intuition.

Magic Resistance: The Wisdom Modifier determines the character's Magic Resistance (see *Magic Resistance*, *p17*), used when rolling Saving Throws against effects of magical origin.

Wisdom Checks: Campfire cooking (*p158*).

DEXTERITY

Agility, reflexes, quickness, and balance.

Armour Class: The Dexterity Modifier is applied to the character's Armour Class.

Missile attacks: The Dexterity Modifier is applied to Attack Rolls (but not Damage Rolls) with missile weapons.

Dexterity Checks: Climbing in tense or difficult circumstances (*p150*).

CONSTITUTION

Health, stamina, and endurance.

Hit Points: The Constitution Modifier is added to the character's Hit Points at Level 1 and every time a level is gained thereafter up to Level 10. A character always gains at least 1 Hit Point per Level, regardless of Constitution Modifier.

Constitution Checks: Getting a good night's rest when camping wild (*p159*), resisting the effects of alcohol (*p127*).

CHARISMA

Leadership potential, personal magnetism, and physical appearance.

Retainers: The Charisma Modifier is applied to the maximum number of retainers the character may employ at one time as well as their Loyalty score. See *Retainers*, *p134*.

First impressions: Charisma affects the reaction of potential retainers during hiring (see *Retainers*, *p134*) and the reaction of NPCs and monsters when first encountered (see *Encounters*, *p164*).

Charisma Checks: Entertaining around the campfire (*p158*), hunters establishing a connection with an animal companion (*p68*).

Alignment

The three fundamental modes of behaviour that drive all creatures.

Alignments are cosmic principles that represent broad world views and modes of behaviour. All beings are categorised under one of three alignments: Lawful, Neutral, or Chaotic.

LAWFUL

Lawful beings are trustworthy, believe in protecting others, and act for the good of the group. They obey the rules of society and strive for fairness and justice.

On a philosophical level, Law represents the belief in goodness, order, truth, and justice as the natural order of the universe.

NEUTRAL

Neutral beings cooperate with others as long as it is not to their own detriment. They treat others as they are themselves treated and believe in self-reliance. Beings of less than human intelligence that act purely on instinct (e.g. normal animals) are classified as Neutral.

On a philosophical level, Neutrality represents the belief in a balance between the forces of Law and Chaos, with neither side dominant.

CHAOTIC

Chaotic beings lie and use others to expedite their own ends, with no concern for the good of the group. They casually break laws and violate norms, driven by the belief that the rules are as arbitrary as their own whims.

On a philosophical level, Chaos represents a belief in the meaninglessness and randomness of the universe, wherein the individual's selfish desires are utmost. This principle can usually be equated with evil.



REVEALING ALIGNMENT

Players must inform the Referee of their characters' Alignment, but they do not have to tell other players.

ROLE-PLAYING ALIGNMENT

Players should consider their character's Alignment when determining their actions. The Referee may call the player's attention to deeds that contradict the chosen Alignment. If a character repeatedly behaves in a manner contrary to their Alignment, the Referee may suggest that they change to an Alignment better fitting to their behaviour.

ALIGNMENT AND MAGIC

In addition to its role as a broad guide to character behaviour, Alignment influences the way some magic affects characters. Some spells only affect creatures of certain Alignment (for example, the holy spell *Mantle of Protection*). Likewise, some magic items have special properties related to Alignment.



Advancement

How adventurers gain experience and grow in power.

Adventurers begin play at Level 1 with no Experience Points. Those who have success in adventuring gain Experience Points, gradually accumulating enough to increase in Level.

PARTY XP AWARDS

A party that survives an adventure and returns to safety gains Experience Points (XP). XP is awarded by the Referee, based on how successful the adventure was. The main factors are as follows. The *Dolmenwood Campaign Book* has full details on awarding XP, including optional rules for additional kinds of XP awards.

Treasure: The party gains 1 XP per 1 gold piece value of treasure recovered. Recovered treasure is the primary source of XP, usually accounting for three-quarters or more of total XP earned.

Foes defeated: The party gains XP for every foe defeated (i.e. slain, outsmarted, captured, scared away, etc.). The XP award for a creature is determined by its Level and the number of potent special traits it has.

DIVIDING PARTY XP

All XP awarded to the party is totalled and divided evenly between all party members who survived the adventure. Awarded XP is always divided evenly, irrespective of how the party decides to divide treasure.

Prime Ability XP Modifiers

Characters with especially low or high scores in their Class's Prime Abilities receive a bonus or penalty applied to XP awarded to them (see *Prime Abilities*, p22).

Retainers

Retainers (see p134) are treated somewhat differently than Player Characters.

Townsfolk retainers: Do not gain XP, so are not counted as party members for the purposes of XP division.

Adventurer retainers: Adventurer retainers are counted as party members for the purposes of XP division. As retainers follow instructions from PCs, rather than independently making decisions, all XP they earn is halved.

Example: A party of four PCs, three adventurer retainers, and two townsfolk retainers is awarded a total of 7,000 XP. This total is divided by 7 (4 PCs + 3 retainers—not counting the townsfolk), resulting in an award of 1,000 XP per character. The PCs gain 1,000 XP each and the retainers gain 500 XP each.

MAXIMUM XP PER SESSION

A character cannot advance more than one Level in a single session. Any additional XP that would take a character two or more Levels above their current Level are lost, leaving the character at 1 XP below the total for the next Level.

LEVELLING UP

When a character gains enough XP to reach the next Level (found on the advancement table for each Class), update the character sheet with improvements.

- Hit Points:** Increase the character's current and maximum Hit Points by the amount listed.
- Attack and Save Targets:** Note any improvements to Attack and Save Targets listed.
- Spells and skills:** Note any change in Skill Targets and the number of spells the character can use each day, as applicable to the Class.
- Other Kindred or Class traits:** Note any additional traits that the character is able to use due to their increased Level. (Some Kindred and Class traits can only be used by characters of a certain Level.)
- XP for next Level:** Note the XP total required for the next Level.

Example: Sedgewick the magician is Level 3 with 9,400 XP, just short of the 10,000 needed to reach Level 4. Following a particularly successful adventure, he gains an additional 5,000 XP. This brings his XP total to 14,400—enough to reach Level 4. The player consults the magician Class description to see what benefits Sedgewick gains. Firstly, he gains 1d4 Hit Points (the player rolls a 2 and adds this to Sedgewick's HP total). Secondly, the player notes improved Attack and Save Targets. Thirdly, the player notes the ability to memorise one additional Rank 2 spell per day. Sedgewick requires a total of 20,000 XP to reach Level 5.

TRAINING (OPTIONAL RULE)

The Referee may require characters to engage in a period of training in order to level up. Until the training is complete, the character cannot advance to the next Level and can gain no further XP.

Training with a mentor: A character may train under a mentor of the same Class and higher Level. Training requires 1–4 weeks. The Referee may determine the training time randomly (1d4) or may base it on the player's performance (e.g. clever play, successful use of Class capabilities, etc.). Training under a mentor costs 250gp per week per Level of the trainee.

Training alone: If the character trains alone, the cost is halved but the time required is doubled.

Languages

The tongues and cants of the sentient folk of Dolmenwood.

A multitude of languages, dialects, and cants are spoken within Dolmenwood, from the common tongues of mortal folk to the otherworldly intonations of Fairy. Many of these languages can be learned by Player Characters (see *Player Character Languages*), while others are the sole province of ancient fairies and learned sages.

THE COMMON TONGUE

Woldish

The language spoken by virtually all sentient creatures in Dolmenwood. Woldish is 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.

Player Character Languages

A Player Character's native languages are determined by their Kindred. All characters speak Woldish, and some Kindreds speak other mortal or fairy languages.

High Intelligence: Characters with a high Intelligence (see *Ability Scores*, p22) may roll or select additional languages from the list below.

COMMON LANGUAGES

d6	Language	Notes
1	Caprice	Breggle noble tongue
2-3	Gaffe	Breggle common tongue
4	Liturgic	Pluritine Church scriptural tongue
5	Old Woldish	Ancient language
6	Sylvan	Demi-fey common tongue

Obscure languages: At the Referee's discretion, characters may learn the following more obscure languages sometimes spoken in Dolmenwood: Boggin, Deorling, Drunic, Dwelve, High Elfish (fairies only), Merfolk, Mulch, Wyrm.



BREGGLE TONGUES

Caprice

A language evolved among the breggle aristocracy of the High Wold, encompassing greatly simplified elements of the High Elfish tongue melded with the more eloquent components of Gaffe. 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 Woldish script.

Learning: Caprice is in common use and easily learned.

Gaffe

The native tongue of lower ranking breggles: a melodic language of bleats and gurgles. Gaffe includes many words derived from Woldish and, though it is of utterly different origin, shares a small number of words with the Sylvan language.

Learning: Gaffe is in common use and easily learned.

THE SCRIPTURAL TONGUE

Liturgic

The holy language of the Pluritine Church, 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. It is a purely scriptural language and is seldom spoken outside of sermons.

Learning: Liturgic is in common use and easily learned. Fairies and demi-fey, as they have no spiritual connection with the deities of mortals, cannot learn Liturgic and find its tones somewhat unpleasant.

FAIRY TONGUES

The Immortal Tongue of Fairy

The language of the most elevated denizens of the Fairy world—those ancient beings said to be older than the mortal world itself. The immortal tongue is of such primal potency that all sentient beings understand its honeyed tones. However, only under the most incredibly portentous circumstances may a mortal expect to hear this speech. 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 hex and misfortune.

High Elfish

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

Learning: Mortal 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 grimalkins 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 demi-fey of Dolmenwood, believed to be distantly derived from the Immortal Tongue of Fairy.

Learning: Sylvan is in common use and easily learned.

Dwelve

The common speech of fairies and demi-fey that dwell in the underworld beneath Dolmenwood, as well as those with whom they trade. Distantly related to High Elfish.

Learning: Dwelve is not commonly spoken by surface dwellers, but is easily learned by those with the desire.

THE MOSSLING TONGUE

Mulch

An obscure tongue spoken by mosslings and some sentient species of plants and fungi.

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

DRUNIC TONGUES

Drunic

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.

Old 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: Old Drunic is virtually lost. Only the most erudite Drune sages have any knowledge of it.





Part Three

Kindreds



Oh they've all come through my doors, darling! Every kindred you've ever met and a few you've probably never heard of. And don't let the distinction fool you: mortals, fairies, demi-fey. Who has a soul and who doesn't? All of that is theological balderdash. All folk bold or foolhardy enough to step beneath the great green canopy of Dolmenwood share one absolutely delightful feature worth its weight in song: they're always, always full of surprises. Now, can I interest you in a mug of Halthidden's? Finest ale in Prigwort, or anywhere else, I promise."

—Maydrid Hydball, Wrinkled Medlar proprietor

Mortals, Fairies, and Demi-Fey

On the three principal types of sentient folk in Dolmenwood.

Kindreds of sentient folk are classified as one of three types: mortal, fairy, or demi-fey. From among the myriad Kindreds of each type that inhabit Dolmenwood, this book presents six as playable character options. This section describes the generalities of fairies, mortals, and demi-fey. The Kindreds that players can select are then elucidated in the following pages.

MORTALS

Kindreds whose origins are within the confines of the mortal world.

Playable Kindreds: Breggles, humans, and mosslings.

Mortality

Mortals are swept along on the currents of time: ageing, deteriorating, and dying like all things in the natural world. Their lifespans are counted in decades, and they suffer from all manner of diseases and ailments.

No Innate Magic

Aside from a few individuals gifted with a sensitivity to arcane energies, mortal Kindreds have no innate magic. The majority of mortal folk are mistrustful of magic, regarding it as perilous and unnatural.

Religion and Worldview

Worship of deities and other powers (e.g. exalted heroes, ancestors, spirits of the natural world) is common among mortal folk—see *Religion in Dolmenwood, p178*. Religion and worship often play a dominant role in their societies and daily lives. Mortals who dedicate themselves to the service of a religion may receive blessings in the form of holy magic.

Mindset

Governed by the laws of time and nature, mortals tend to be social creatures, banding together for safety and cooperation. The towns and villages of mortal folk in Dolmenwood act as a respite from the dangers of the wild.



FAIRIES

Kindreds that originate in the undying world of Fairy. Most fairies never venture into the mortal world, but some romantic, obsessive, or adventurous individuals gain a taste for the place and tarry for extended periods.

Playable Kindreds: Elves and grimalkins.

Immortality

While fairies may be killed, they remain untouched by the ravages of time and do not die naturally. Likewise, fairies are immune to diseases of non-magical origin.

Innate Magic

As natives of the other world, where the logic of the mortal world does not hold, fairies possess innate magic—known as *glamours*—that amazes and confounds mortals. Glamours take many forms, but powers of illusion, inveiglement, enchantment, and vanishing are common.

Otherworldliness

Unless disguised by magic, fairies always carry an air of unearthliness about them in the mortal world. This may be perceived by mortals as awe-inspiring, intoxicating, fearsome, or dreadful. Animals invariably find fairies unnerving.

Religion and Worldview

There are no gods in Fairy, and most fairy societies lack formalised religions, instead giving rise to myriad baroque cosmologies and philosophies of living. One common conception is of a cosmic library wherein the deeds of all creatures are recorded in tiny golden books (with mortal lives as mere footnotes). The deities and powers worshipped by mortals only concern themselves with the mortal world and its natives. They have no spiritual connection with 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 their own personal whims. In Fairy, great kingdoms and hierarchies of nobility constrain the most fiery impulses, but those fairies who come to Dolmenwood tend to be individualists of bold and adventurous spirit.



Fairies, Cold Iron, and Silver

Susceptibility to cold iron: As the basest of all metals, iron is anathema to the rarefied bodies of fairies. Fairies suffer additional damage if hit with cold iron weapons (see p119).

Repulsion to silver: While not as intrinsically harmful to fairies as cold iron, mortal silver is more vehemently scorned. The touch of the metal is repulsive to fairies, instantly bringing on a queasiness of the stomach.

Demi-fey: Demi-fey retain their ancestors' vulnerability to cold iron, but have dwelt in the mortal world long enough to become accustomed to mortal silver.

Fairy Adventurers in the Mortal World

Fairy PCs have chosen to come to the mortal world without a direct means of return to Fairy. Players should consider their reason for departure when creating fairy characters. For example, the character may be in exile, fleeing some peril, or simply wishing for a new start.

DEMI-FEY

Kindreds of Fairy origin that have forsaken their native world and taken up (more or less) permanent residence in the mortal world. Over many generations, exposure to time in the mortal world has changed demi-fey Kindreds such that they are no longer true fairies.

Playable Kindreds: Woodgrues.

Gradual Mortality

Demi-fey no longer possess the immortality of their forebears, ageing and dying akin to mortals. Their life spans, however, are long, commonly stretching into a fourth century. Likewise, demi-fey are susceptible to the diseases of the mortal world.

Remnants of Innate Magic

Most demi-fey retain some aspects of the innate magic of their fairy ancestors, but usually diminished by long exposure to the mortal world or transformed into semi-innate magical traditions passed down over generations.

Religion and Worldview

Like fairies, demi-fey have no spiritual connection with the deities and powers of mortal religions. They tend to be superstitious, rather than religious, each folk having accumulated a body of odd beliefs and lore since their arrival in the mortal world.

Mindset

Similarly to mortals, demi-fey tend to be social creatures, though they rarely gather in large settlements. Demi-fey cultures often evolve from the idiosyncratic beliefs and habits of a handful of esteemed fairy ancestors.

Breggle

Goat-headed folk whose horn length indicates their social standing.

Kindred Type	Mortal
Level 1 PC Age	15 + 2d10 years
Lifespan	50 + 2d20 years
Height	5'4" + 2d6" (Medium)
Weight	120 + 6d10 lbs
Native Languages	Woldish, Gaffe, Caprice

The proud and stubborn breggles—sometimes called goatfolk (or *hregl*, in their own tongues)—have inhabited the High Wold since antiquity. Once the sole masters of that fertile region of hills, meadows, and tangled woods, the ancient breggle noble houses now rule alongside humans, swearing fealty to the Dukes of Brackenwold. Breggles live much as humans do, dwelling in hamlets, farmsteads, and castles. In the larger towns of the High Wold, breggles live side by side with humans.

Shorthorns and Longhorns

Breggles divide themselves into two castes, differentiated by horn length: *shorthorns* (the working class) and *longhorns* (the noble class). Despite this division, shorthorns and longhorns are in fact the same species. The horns of a shorthorn who earns wealth and renown will grow, eventually reaching longhorn proportions (4" or more). True acceptance in the ruling class is, however, another matter.

Intermarriage With Humans

Humans and breggles occasionally marry and have children. Socially, characters of half-breggle, half-human parentage are seen as belonging to both Kindreds. They tend to take strongly after one of their parents and, for mechanical purposes, should be treated as either human or breggle.

Crookhorns

Among the armies of the wicked Nag-Lord are a multitude of corrupted breggles known as *crookhorns*, twisted in mind and body by the evil magic of their master. The breggles of the High Wold regard crookhorns as wretched abominations, to be eradicated at any opportunity.

Religion and Ancestor Worship

As subjects of the duke, breggles are nominally adherents of the Pluritine Church. True devotion to the Church is, however, rare among breggles, who prefer to offer up prayers to esteemed ancestors from their long history—see *Aud frengd Hlerr*, p179.

KINDRED RELATIONS

Breggles are on friendly terms with mortal and demi-fey Kindreds. Most non-adventuring breggles have never met a fairy and regard them with awe, wonder, and caution. Breggle folklore is filled with tales of the ancient nobility of fairies, as well as their tricksome magic.

In human settlements within the High Wold, breggles are a commonplace sight, many living alongside humans. Further afield, humans tend to treat them with respect and caution, as the power of the longhorn noble houses is known and feared.

NAMES

A small number of breggle surnames are shared by humans native to the High Wold, the two Kindreds having lived side by side for many centuries.

Naming a character: Either choose a first name and surname from the table below, roll for each, or invent something in a similar vein.

BREGGLE NAMES

d20	Male	Female	Unisex	Surname
1	Aele	Aedel	Addle	Blathergripe
2	Braembel	Berrild	Andred	Bluegouge
3	Broob	Bredhr	Blocke	Bockbrugh
4	Crump	Draed	Clover	Bockstump
5	Drerdl	Fannigrew	Crewwin	Elbowgen
6	Frennig	Frandorup	Curlip	Forlocke
7	Grerg	Grendilore	Eleye	Hwodlow
8	Gripe	Grendl	Ellip	Lankshorn
9	Llerg	Grewigg	Frannidore	Lockehorn
10	Llrod	Hildrup	Ghrend	Longbeard
11	Lope	Hraigl	Grennigore	Longshanks
12	Mashker	Hwendl	Gwendl	Shankwold
13	Olleddg	Maybel	Hrannick	Smallbuck
14	Rheg	Myrtle	Hwoldrup	Snicklebock
15	Shadgore	Nannigrew	Lindor	Snidebleat
16	Shadwell	Pettigrew	Merrild	Snoode
17	Shadwicke	Rrhimbr	Smenthard	Underbleat
18	Shandor	Shord	Snerg	Underbuck
19	Shank	Smethra	Wendlow	Wolder
20	Snerd	Wheld	Windor	Woldleap

EXTRA DETAILS

The tables on the following pages may be used to add extra details to breggle Player Characters. Roll on as many tables as desired, or use them as inspiration for crafting additional character details.

CHOOSING A CLASS

Breggle adventurers are most commonly fighters, knights, or magicians. They seldom seek membership of the Pluritine Church as clerics or friars, and only rare individuals have enough of a connection with Fairy to become enchanters.

FUR

A breggle character's thick, woolly fur grants them +1 AC when unarmoured or wearing Light armour.

GAZE

Upon attaining longhorn status (from Level 4), a breggle character can use their gaze to charm humans and shorthorns into obeisance.

Activating: The longhorn must gaze intently at an individual human or shorthorn.

Effect: If the target fails a **Save Versus Spell**, they are charmed to view the longhorn character with awe and respect. While charmed, the target is unable to harm the longhorn, either directly or indirectly.

Duration: Until next sunrise.

Resisting: The holy spell *Mantle of Protection* counters a longhorn's gaze.

Usage frequency: A longhorn may use their gaze a limited number of times per day, depending on their Level—see the *Breggle Advancement* table. The gaze may be used on a specific subject at most once a day.

HORNS

Breggles may make a melee attack with their horns instead of a weapon. The damage inflicted increases with Level, as indicated in the *Breggle Advancement* table.

HORN LENGTH AND SOCIAL STANDING

A breggle character begins play as a commoner of the shorthorn caste, aspiring to improve their lot in life. As they advance in Level, gaining experience, wealth, and renown, their horns grow (see the *Breggle Advancement* table).

LONGHORN STATUS

Upon reaching Level 4, a breggle character's horns have grown to the point that the character is recognised as a longhorn.

BREGGLE ADVANCEMENT

Horns			
Level	Length	Damage	Gaze
1	1"	1d4	—
2	2"	1d4	—
3	3"	1d4 + 1	—
4	4"	1d4 + 1	1 / day
5	6"	1d4 + 1	1 / day
6	8"	1d6	2 / day
7	10"	1d6	2 / day
8	12"	1d6	3 / day
9	14"	1d6 + 1	3 / day
10+	16"	1d6 + 2	4 / day



BREGGLE BACKGROUNDS

d20	Background	d20	Background
1	Alchemist's assistant	11	Onion farmer
2	Angler	12	Page
3	Beekeeper	13	Pig farmer
4	Blacksmith	14	Servant
5	Brewer	15	Smuggler
6	Chandler	16	Sorcerer's assistant
7	Devil goat handler	17	Standard-bearer
8	Gambler	18	Thatcher
9	Grave digger	19	Turnip farmer
10	Merchant	20	Vagrant

Devil goats: Known as Augfrlad in Caprice. Large, carnivorous goats bred by certain breggle nobles for use as fiercely loyal guardians or ceremonial mounts.

BREGGLE TRINKETS

d100	Trinket	d100	Trinket
01–02	A bag of divination stones that always answer “Panic” to any question.	45–46	A necklace of miscellaneous humanoid teeth.
03–04	A bloodstained jester’s hat.	47–48	A petrified turnip.
05–06	A bloody knife that cannot be cleaned.	49–50	A pig heart that oozes ichor when squeezed.
07–08	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.	51–52	A pouch which feels heavy (as if full of pebbles) even when empty.
09–10	A book of poetry that consists primarily of bleating.	53–54	A rusty scalpel that once belonged to Lord Malbleat.
11–12	A bottle of noxious perfume. When sprayed, it can be smelt up to half a mile away.	55–56	A sack of tasty fried chicken legs.
13–14	A brass owl statue with eerie black eyes.	57–58	A scale said to be from a breggle with a fishtail instead of legs.
15–16	A broken fishing rod that still displays teeth marks from an enormous fish.	59–60	A scroll containing a prophetic warning from an esteemed ancestor. Age has made it almost indecipherable.
17–18	A circular ceramic amulet which displays the current moon phase.	61–62	A sheet of parchment with a charcoal sketch of your long lost love.
19–20	A clay pot labelled “Frog Paste,” containing what appears to be frog paste.	63–64	A short length of silver cord and a delicate hook, said to be able to catch fairy fish in puddles.
21–22	A clump of writhing, black moss that you scraped off a looming monolith one lonely night.	65–66	A shovel stained with the dirt of a thousand graves.
23–24	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.	67–68	A stuffed vole dressed in a charming waistcoat.
25–26	A curious mossling wind instrument carved out of a gourd. You can’t figure out which hole to blow in.	69–70	A thigh-bone flute.
27–28	A diorama of two stuffed mice riding stuffed squirrels, jousting.	71–72	A tin whistle whose tones drive cats wild.
29–30	A dried mushroom with a face.	73–74	A tiny book of nonsense poetry, bound in purple leather.
31–32	A folio of pressed sprite-wings.	75–76	A tiny painting of a four-horned goat.
33–34	A gnarled root shaped like a mossling.	77–78	A well-loved walking stick with a goat’s head handle.
35–36	A letter warning that several unnamed but high-ranked longhorns are secretly crookhorns in disguise.	79–80	A wooden Chapes (holy symbol of the Pluritine Church) studded with nails.
37–38	A locket with a portrait of a fluffy cat wearing a crown with the inscription “For the love of King Pusskin.”	81–82	An empty notebook. Anything written in it disappears at sunrise.
39–40	A long-nosed masquerade mask.	83–84	An ornate pie pan, pilfered from a noble’s kitchen.
41–42	A moleskin wristband, anointed with exotic fairy perfume.	85–86	Black stone dice with white skulls for pips.
43–44	A mossling pipe that blows rainbow-coloured smoke rings.	87–88	Expensive-looking (but worthless) jewellery, designed for breggle horns.
		89–90	String from the bow of a legendary hunter.
		91–92	The board pieces for fairy chess. You have no idea what the rules are (or even if it’s a real game).
		93–94	The cured skin of a whole deer.
		95–96	The horn of an ancestor, hung from a necklace.
		97–98	The key to the prison cell you escaped from.
		99–00	Your grandmother’s creepy glass eye. You sometimes feel her presence watching you.

Encumbrance: Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

HEAD	
d12	Head
1	Dented helm with coat of arms
2	Ears pierced with nails or rings
3	Long, curly locks
4	Long, floppy ears
5	Narrow, pointed ears
6	One bent horn, one straight
7	One horn broken off
8	Silver stripe in hair
9	Slick, oiled hair
10	Spiky ginger hair
11	Thin neck, hefty head
12	Third nub horn on forehead

DEMEANOUR	
d12	Demeanour
1	Ale-addled
2	Cool-headed pragmatist
3	Cultivated aristocratic air
4	Dour, pessimistic
5	Earnest, loyal
6	Endlessly scheming
7	Flighty, mercurial
8	Jocular with violent outbursts
9	Mellow, unflappable
10	Single-minded, stubborn
11	Wild hedonist
12	Wryly philosophical

DESIRERS	
d12	Desires
1	Eradicate the Drune
2	Escape justice for past crime
3	Found a crime syndicate
4	Free the common folk
5	Imprison all crookhorns
6	Marry into nobility
7	Outrageous wealth and luxury
8	Popularise turnip ale
9	Recover ancient breggle lore
10	Restore High Wold to Ramius
11	Swindle Lord Murkin's wealth
12	Travel and discovery

FACE	
d12	Face
1	Black eyes, silver pupils
2	Buck teeth
3	Bushy brows
4	Golden eyes
5	Lank forelock droops over eyes
6	Long, wispy chin-beard
7	Milky white eyes, blue flecks
8	Missing teeth
9	Prominent scar
10	Shaggy chin-beard
11	Small eyes, close set
12	Wide, drooling mouth

DRESS	
d12	Dress
1	Doublet and frilly shirt
2	Greasy woollens
3	Grimy apron
4	Huge, hairy overcoat
5	Long skirts and cloak
6	Patched leather, many pockets
7	Rabbit and squirrel fur
8	Servant's livery
9	Thigh boots and waistcoat
10	Thong and dashing cape
11	Tweed and deerstalker
12	Wide, armless frock

BELIEFS	
d12	Beliefs
1	Ancestors demand sacrifices
2	Breggles made standing stones
3	Breggles originate in Fairy
4	Church hides breggle saints
5	Daily garlic wards fairy hexes
6	Descendant of a mighty wizard
7	Duke is thrall of the Drune
8	Fairy is purely mythical
9	Malbleat serves the Nag-Lord
10	Malbleat will rule High Wold
11	Nag-Lord is breggle messiah
12	The end is nigh

FUR	
d12	Fur
1	Black, flecked with silver
2	Black, glossy
3	Ginger, curly
4	Ginger, rough
5	Grey, greasy
6	Grey, lustrous
7	Russet, spiky
8	Russet, wavy
9	Tan, coarse
10	Tan, shaggy
11	White, dirty
12	White, fluffy

SPEECH	
d12	Speech
1	Cackling
2	Circuitous
3	Coarse
4	Gurgling
5	High-pitched
6	Lackadaisical
7	Mumbling
8	Rumbling
9	Staccato
10	Throaty
11	Warbling
12	Whining



Elf

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

Kindred Type	Fairy
Level 1 PC Age	1d100 × 10 years
Lifespan	Immortal
Height	5' + 2d6" (Medium)
Weight	100 + 3d10 lbs
Native Languages	Woldish, Sylvan, High Elfish

 As humans dominate the mortal world with their cities and kingdoms, elves do so Fairy. Among all the myriad peoples of the undying world, 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 fearsome enchantresses, ageless sages and dashing knights, lowly rogues and hapless wanderers.

Appear Human-Like But Otherworldly

Elves are physically similar to humans but vary widely in appearance, with features such as pointed ears, small horns, or star-shaped pupils marking them as non-human. It is always possible to identify an elf for they carry an air of unearthliness about them (unless disguised by magic).

Elves of Many Kinds

In the boundless reaches of Fairy and its countless kingdoms, many kinds of elves are found: the pale elves of the lightless realms, the dark-skinned, crystal-rimed elves of the cloud palaces, the cold-hearted frost elves who serve the wicked Cold Prince, and countless others.

Affairs With Humans

While elves rarely settle permanently in the mortal world, they occasionally have affairs and trysts with humans. The children of such pairings are seen as belonging to both human and elf Kindreds. They tend to take strongly after one of their parents and, for mechanical purposes, should be treated as either human or elf.

KINDRED RELATIONS

The adventuresome elves who wander in the mortal world tend to be fascinated with mortal Kindreds, their short, spirited lifespans, and their inevitable ageing and death. Some elves view mortal company as peculiar and entertaining, while others earnestly seek to comprehend the mortal mindset. Elves tend to be on good terms with demifey and other fairies.

In Dolmenwood's human settlements, elves may be met with awe and caution. Most everyday humans have never met a fairy of any kind, and their folklore is stuffed with tales of the wickedness and treachery of elves in ancient times, when the Cold Prince ruled all of Dolmenwood.

NAMES

Elves enjoy being addressed by curious epithets hinting at their names in the tongues of Fairy (which they never reveal to mortals). Epithets are broadly divided into rustic and courtly, depending on the elf's origin or the persona they choose to present.

Nicknames: Elves who frequent Dolmenwood sometimes take on a nickname (for example, a shortened version of their epithet) or a mortal name, for convenience.

Naming a character: Either choose a name from the table below, roll for a name, or invent something in a similar vein.

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

EXTRA DETAILS

The tables on the following pages may be used to add extra details to elf Player Characters. Roll on as many of these tables as desired, or use them as inspiration for crafting additional character details.

CHOOSING A CLASS

Elf adventurers are commonly enchanters, fighters, hunters, or magicians. It is rare for an elf to be accepted into the ranks of Dolmenwood nobility as a knight. Elves cannot be clerics or friars as they have no spiritual connection with the deities of mortals.

ELF SKILLS

Elves have a Skill Target of 5 for Listen and Search.

GLAMOURS

Elves possess minor magical talents known as *glamours* (see p94). Each elf knows a single, randomly determined glamour.

IMMORTALITY

Elves can be killed but do not die naturally. They are immune to diseases of non-magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them desperate and sadistic (see p153).

MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, elves are highly resistant to magic. They gain +2 Magic Resistance (see *Magic Resistance*, p17).

UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful by mortal standards. When interacting with mortals, an elf gains a +2 bonus to Charisma (to a maximum of 18).

VULNERABLE TO COLD IRON

As fairies, cold iron weapons inflict +1 damage on elves. (e.g. a cold iron shortsword would inflict 1d6+1 damage on an elf, rather than the standard 1d6).



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

ELF TRINKETS

d100	Trinket	d100	Trinket
01–02	A bag of caterpillars whose flesh have hallucinogenic properties.	55–56	A receipt for a loan of four rare and expensive tomes from a Fairy library. You no longer have any of these books.
03–04	A bag of sticky sweets that never get any smaller when sucked on.	57–58	A scabbard taken from the fallen body of a great knight.
05–06	A ball of silvery twine that is invisible in moonlight.	59–60	A sealed scroll. Allegedly contains one of the Goblin King's myriad names, never spoken.
07–08	A ball of yarn, gifted to you by a grateful grimalkin.	61–62	A seemingly ordinary acorn. Screams when its cap is removed.
09–10	A black rose that never wilts.	63–64	A set of horseshoes, designed for a centaur.
11–12	A block of chocolate made with cocoa harvested from a mossling.	65–66	A silver spoon that drips honey on command.
13–14	A book of amateur poetry. You suspect the author to be a powerful Fairy noble.	67–68	A single crow feather, taken from the cloak of the Queen of Blackbirds.
15–16	A crown woven from holly and poison ivy.	69–70	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.
17–18	A daisy that glows in moonlight.	71–72	A small bell shaped like a breggle's eye. Faint bleating accompanies its ringing.
19–20	A fancy hat topped with elk antlers.	73–74	A spider that slowly weaves webs in the shape of clothing.
21–22	A fragment of glowing crystal that you found in a dream.	75–76	A spyglass that always shows a view of a sea at night.
23–24	A fragment of horn from an evil unicorn.	77–78	A thimble that is always magically full of sweet liqueur.
25–26	A glass bottle that annihilates any liquid poured into it.	79–80	A white-and-gold parasol that creates darkness directly underneath it.
27–28	A glass jar containing the tiny, frozen form of your only sister.	81–82	A wolf pelt cloak. The wolf's head is still attached and occasionally salivates.
29–30	A glass slipper, stained with blood.	83–84	An ancient bronze mask depicting a bearded face.
31–32	A harp that, if left unattended, plays mood-inappropriate music with the skill of an enthusiastic amateur.	85–86	An empty wine bottle. When held over a liquid, it draws it inside until full.
33–34	A Chapes (holy symbol of the Pluritine Church), given to you by a dying friar decades ago.	87–88	An hourglass which constantly flows in one direction. It cannot be inverted.
35–36	A key fashioned from ice. It melts in the warmth, and reforms in cold weather.	89–90	An icicle that never melts.
37–38	A lantern that burns with a cold, blue flame when lit.	91–92	Bronze chimes that tinkle in the presence of both ghosts and strong breezes.
39–40	A letter promising your imminent demise, written in High Elfish. Delivered over a hundred years ago.	93–94	Sculpting tools, preternaturally cold to the touch.
41–42	A mortal's heart, freely given.	95–96	Six vials of blood, each drawn from a different Kindred.
43–44	A mote of sunlight, trapped in a scintillating crystal.	97–98	Star charts that match no sky seen from Dolmenwood.
45–46	A necklace composed of honeybees.	99–00	The severed tail of a fairy horse.
47–48	A nightmare, sealed inside a bottle.		
49–50	A pan flute stolen from a woodgrue. A single pipe is missing.		
51–52	A peacock feather whose eye intermittently blinks.		
53–54	A pleasant dream, distilled into a liquor.		

Encumbrance: Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

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, waist-length hair
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

DESIRERS	
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: deep/high
9	Poetic and obscure
10	Song and rhyme
11	Subtly threatening
12	Whispering

Grimalkin

Mercurial feline fairies who shift between three different forms.

Kindred Type	Fairy
Level 1 PC Age	1d100 × 10 years
Lifespan	Immortal
Height	2'6" + 2d6" (Small)
Weight	50 + 3d10 lbs
Native Languages	Woldish, Mewl

 Grimalkins are shape-shifting 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 can understand language, but can only respond in wordless 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.

KINDRED RELATIONS

The adventuresome grimalkins who wander in the mortal world tend to become jealous and furtive among their own kind, so they prefer the company of other Kindreds. They enjoy the companionship of other fairies and demi-fey, holding a special fondness for the frivolity of woodgrues. They regard the earnest undertakings of humans and other mortal Kindreds as comical and somewhat absurd.

Grimalkins are greeted with curiosity and wonder in human settlements in Dolmenwood, perhaps due to humans' affection for domestic cats.

NAMES

Grimalkin names tend to be non-gendered. Exceptions (and titles) are listed in the table with male/female variants. It is uncertain 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).

Naming a character: Either choose a first name and surname from the table below, roll for each, or invent something in a similar vein.

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	Jasquelle	Grimalgrime
7	Kitty	Grinser
8	Little	Lickling
9	Lord/Lady	Milk tongue
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	Tippy	Whippletongue
19	Tomkin	Whipsy
20	Topsy	Whiskers

EXTRA DETAILS

The tables on the following pages may be used to add extra details to grimalkin Player Characters. Roll on as many of these tables as desired, or use them as inspiration for crafting additional character details.

CHOOSING A CLASS

Grimalkin adventurers are commonly bards, enchanters, hunters, or thieves. It is rare for a grimalkin to be accepted into the ranks of Dolmenwood nobility as a knight. Grimalkins cannot be clerics or friars as they have no spiritual connection with the deities of mortals.

ARMOUR AND WEAPONS

Armour must be tailored to grimalkins' small size. Likewise, grimalkins cannot wield Large weapons (see *p118*).

DEFENSIVE BONUS

In melee with Large creatures, grimalkins gain a +2 Armour Class bonus, due to their small size.

EATING GIANT RODENTS

After spending 1 Turn devouring a freshly killed giant rodent, a grimalkin heals 1 Hit Point.

GLAMOURS

Grimalkins possess minor magical talents known as *glamours* (see *p94*). Each grimalkin knows a single, randomly determined glamour.



GRIMALKIN SKILLS

Grimalkins have a Skill Target of 5 for Listen.

IMMORTALITY

Grimalkins can be killed but do not die naturally. They are immune to diseases of non-magical origin. Grimalkins also cannot die of thirst or starvation, though a lack of sustenance drives them desperate and sadistic (see *p153*).

MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, grimalkins are highly resistant to magic. They gain +2 Magic Resistance (see *Magic Resistance, p17*).

SHAPE-SHIFTING

A grimalkin can spend 1 Round to transform into either a fat domestic cat (*chester*) or a primal fey form (*wilder*).

Capabilities: When transformed, a grimalkin cannot use weapons, magic (e.g. glamours or spells), or any special Class capabilities (e.g. thief skills).

Equipment: All gear carried is optionally transformed with the character, reappearing when they return to humanoid form.

Chester (Unlimited Usage)

Combat: The character has Armour Class 12, Speed 30, and may make a bite and two claw attacks each Round. Each attack inflicts 1 point of damage.

Speech: The character can understand language, but can only respond in wordless yowls and meows.

Changing back: Takes 1 Round. Only possible when the grimalkin is unobserved by any other sentient being.

Wilder (Once a Day)

Entering wilder: A grimalkin may only transform into wilder when in melee and at less than half of their maximum Hit Points. On entering wilder, the character heals 2d6 Hit Points.

Near-invisible: Only the grimalkin's deranged eyes are visible. Opponents who cannot see the invisible suffer a -2 penalty to Attack Rolls against the grimalkin. Those who can see the invisible discern a bulky feline form, 3' high, with a leering grin and fur standing electrified on end.

Combat: The character has Armour Class 13, Speed 30, and may make a bite and two claw attacks each Round, with a +2 bonus to Attack Rolls. Each attack inflicts 1d4 damage.

Fey chaos: The grimalkin cannot distinguish friend from foe, indiscriminately attacking the nearest creature.

After 2d4 Rounds: The grimalkin instantly returns to their humanoid (estrav) form.

VULNERABLE TO COLD IRON

As fairies, cold iron weapons inflict +1 damage on grimalkins. (e.g. a cold iron shortsword would inflict 1d6+1 damage on a grimalkin, rather than the standard 1d6).

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

GRIMALKIN TRINKETS

d100 Trinket

- 01–02 A bicorne hat that is a foot deeper on the inside than it appears.
- 03–04 A book of long-forgotten laws, written in Old Woldish.
- 05–06 A brass thimble that turns water into milk.
- 07–08 A breggle tongue, still moist.
- 09–10 A cherry tart pilfered from the kitchen of a fairy noble.
- 11–12 A cloak fashioned from a hundred voles.
- 13–14 A copper coin that always lands on the same side when deliberately flipped.
- 15–16 A crimson feather from an enormous bird.
- 17–18 A dead crow that never rots.
- 19–20 A deck of playing cards that shuffles itself when left unattended.
- 21–22 A dried heart the size of an acorn.
- 23–24 A hairball coughed up by a famous grimalkin.
- 25–26 A handkerchief stained with the kiss of Queen Abyssinia.
- 27–28 A heart-shaped locket. Each time it's opened, it contains a portrait of a different cat.
- 29–30 A human eye that dilates just before it rains.
- 31–32 A hundred-year-old note offering a favour in return for services rendered to a witch. Her descendants might be obligated to fulfil it.
- 33–34 A leaf from the tallest tree in Dolmenwood.
- 35–36 A letter begging you to aid a miller's youngest child.
- 37–38 A live cockroach tied to a thin gold string. If the cockroach is removed or killed, a new one appears in its place when the sun rises.
- 39–40 A lucky tortoise shell.
- 41–42 A lute that is always out of tune in the morning and in tune in the evening.
- 43–44 A luxurious, gold-embroidered cushion.
- 45–46 A mouse skull on a string. (Allegedly, a mouse from the moon.)
- 47–48 A mushroom stolen from the head of a mossling.
- 49–50 A nightingale's song, trapped in a locket.

d100 Trinket

- 51–52 A pair of boots that will never go out of fashion.
- 53–54 A pair of dice that, when rolled together, always total to nine.
- 55–56 A pink bow that cannot turn invisible under any circumstances.
- 57–58 A pocket watch that always tells you the correct time an hour ago.
- 59–60 A porcelain teacup with a salamander painted on the side. Warm liquids it holds never cool down.
- 61–62 A rabbit's foot that sporadically twitches.
- 63–64 A rat king in a sack. Each rat inside claims to be the "King of All Rats."
- 65–66 A realistic mask of a human child.
- 67–68 A scroll depicting your royal lineage. Of dubious authenticity.
- 69–70 A set of keys on a golden ring, purloined from a noble.
- 71–72 A severed head of a sprite, dried and preserved.
- 73–74 A sewing needle, sized for a giant. (Treat as a dagger.)
- 75–76 A shard of cold iron, trapped in a glass sphere.
- 77–78 A single cat whisker, given to you as a sign of commitment.
- 79–80 A singular pipe, taken from a woodgrue's pan flute.
- 81–82 A small vial containing a legendarily potent strain of catnip.
- 83–84 A tiny bell that makes no sound.
- 85–86 A trained, but not particularly smart, weasel.
- 87–88 A whistle that only dogs can't hear.
- 89–90 A wolf's paw that bleeds when the wolf is thinking of you.
- 91–92 A wooden door the shape and size of a mouse.
- 93–94 An eyepatch, stained with old blood.
- 95–96 An ogre's toenail, tough as steel. Its owner still lives.
- 97–98 Eyeglasses haunted by benign ghosts. Wearing the glasses allows you to see them.
- 99–00 One of a pair of bracelets made from braided mouse tails.

Encumbrance: Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

HEAD	
d12	Head
1	Carefully sculpted quiff
2	Dapper top hat
3	Extravagant ear fur
4	Floppy beret
5	Floppy ear
6	Jaunty tricorn hat
7	Plumed hat
8	Pointy ear tufts
9	Shaggy mane
10	Spotted headscarf
11	Torn ear
12	Unrealistically large

DEMEANOUR	
d12	Demeanour
1	Boastful
2	Fastidious and precise
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

DESIRERS	
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

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

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

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

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

Human

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

Kindred Type	Mortal
Level 1 PC Age	15 + 2d10 years
Lifespan	50 + 2d20 years
Height	Male: 5'4" + 2d6" (Medium) Female: 5' + 2d6" (Medium)
Weight	120 + 6d10 lbs
Native Languages	Woldish

 **A**s is the way in the wider world beyond the forest, humans prevail within the settled reaches of Dolmenwood. Possessed of a restless and curious spirit, humans venture into unexplored regions, found great dominions, and delve into perilous secrets of magic.

Hamlets, Towns, and Cities

Human settlements are found throughout Dolmenwood, from the isolated hamlets of hunters and woodcutters, to welcoming wayside inns, to trade villages and market towns, to the great city of Castle Brackenwold.

Folklore and Faith

While most everyday humans in Dolmenwood are adherents of the Pluritine Church (*p178*), whispers of the worship of the old gods live on in folklore. The local belief in mead and ale as a means of communion with greater powers hearkens back to worship of the Green Man—god of feast, ale, revelry, and hunting. Indeed, the Green Man's leaf-ringed visage can still be spied on old buildings and grave-stones throughout Dolmenwood. See *Gwyrae*, *p179*.

Humans of Many Kinds

In the wide expanse of the mortal world, humans are the most populous Kindred, spread throughout many cultures and lands. Merchants and wanderers travel far and wide, bringing trade and rumour to Dolmenwood from distant cultures.

Intermarriage With Breggles

Humans and breggles occasionally marry and have children. See *Intermarriage With Humans*, *p32*.

Affairs With Elves

Wandering elves occasionally tryst with humans, sometimes conceiving children. See *Affairs With Humans*, *p36*.

KINDRED RELATIONS

Humans are on friendly terms with mortal and demi-fey Kindreds and live alongside breggles in the High Wold region. Most non-adventuring humans have never met a fairy and regard them with awe and caution. Human folklore is rife with tales of the treachery and mischief of fairies, not least the wicked Cold Prince and his servants, who ruled Dolmenwood in ancient times.

NAMES

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

Naming a character: Either choose a first name and surname from the table below, roll for each, or invent something in a similar vein.

HUMAN NAMES				
d20	Male	Female	Unisex	Surname
1	Arfred	Agnel	Andred	Addercapper
2	Brom	Amonie	Arda	Burl
3	Bunk	Celenia	Aubrey	Candleswick
4	Chydewick	Emelda	Clement	Crumwaller
5	Crump	Gertwinne	Clewyd	Dogoode
6	Dimothy	Gilly	Dayle	Dregger
7	Guillem	Gretchen	Gemrand	Dunwallow
8	Henrick	Gwendolyne	Hank	Fraggleton
9	Hogrid	Hilda	Lyren	Gruewater
10	Jappser	Illabell	Maude	Harper
11	Joremey	Katerynne	Megynne	Lank
12	Josprey	Lillibeth	Moss	Logueweave
13	Jyimes	Lillith	Robyn	Loomer
14	Mollequip	Lisabeth	Rowan	Malksmilk
15	Rodger	Mabel	Sage	Smith
16	Rogbert	Maydrid	Tamrin	Sunderman
17	Samwise	Melysse	Ursequine	Swinney
18	Shadwell	Molly	Waldra	Tolmen
19	Shank	Pansy	Waydred	Weavilman
20	Sidley	Roese	Wendlow	Wolder

EXTRA DETAILS

The tables on the following pages may be used to add extra details to human Player Characters. Roll on as many of these tables as desired, or use them as inspiration for crafting additional character details.

CHOOSING A CLASS

Humans are commonly found in all Classes except enchanter. Rare is the human with enough connection to Fairy to become an enchanter.

DECISIVENESS

When an Initiative Roll is tied, humans act first, as if they had won initiative. Treat humans as a separate side, acting before others. See *Initiative*, p165.

LEADERSHIP

The Loyalty rating of retainers in the employ of a human character is increased by 1. See *Retainers*, p134.

SPIRITED

Humans are quick to learn and adapt and gain a +10% bonus to all Experience Points earned. This is in addition to any XP bonus due to the character's Prime Ability (p22). For example, a human with a Prime Ability of 15 gains a total 15% XP bonus—5% for the Prime Ability and 10% for their Kindred.



HUMAN BACKGROUNDS

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

HUMAN TRINKETS

d100 Trinket

- 01–02 A black stone which always points towards the sun.
- 03–04 A blood sausage, allegedly made of wyrm's blood.
- 05–06 A blood-stained handkerchief that won't wash clean.
- 07–08 A bone statuette of a mermaid with prodigiously hairy armpits.
- 09–10 A bright red egg that was given to you by a sprite.
- 11–12 A clay effigy that whispers to you in your sleep.
- 13–14 A cracked marble that falls in slow motion.
- 15–16 A deck of cards illustrated with blindfolded kings, queens, knaves, etc.
- 17–18 A drinking horn carved with cavorting nymphs.
- 19–20 A dubious fake moustache made of rat fur.
- 21–22 A fine set of silver cutlery and a floral china tea-set, all packed in a wicker hamper.
- 23–24 A foot-long, spicy sausage.
- 25–26 A gauntlet of wyrm scales.
- 27–28 A goatskin pouch full of giblets.
- 29–30 A head-sized glass sphere with a neck opening.
- 31–32 A hunk of ancient, mouldy cheese.
- 33–34 A jar that breeds flies, even when tightly sealed.
- 35–36 A jaunty cap (with a feather stuck in it) which jumps up whenever anyone says your name.
- 37–38 A lavender scented cushion embroidered with black roses and thorns.
- 39–40 A lock of hair from the first person you killed.
- 41–42 A long kilt of woven moss.
- 43–44 A love letter you are penning in silver ink to your fairy betrothed. (To be placed within a ring of toad-stools for delivery.)
- 45–46 A miniature brass gnome. (Appears on your pillow looking at you each morning.)
- 47–48 A napkin and cutlery that you stole from a fancy inn.
- 49–50 A note from your mother admonishing you to return home as soon as able.

d100 Trinket

- 51–52 A pair of stripy woollen socks that keep your feet as warm and dry as if you were wearing fine boots.
- 53–54 A pebble that glows faintly in the dark.
- 55–56 A piece of the moon that fell to earth. (Or is it a hunk of desiccated cheese?)
- 57–58 A porcelain teapot painted with a scene of owls devouring humans.
- 59–60 A raven's feather quill that writes without ink.
- 61–62 A silver belt woven from the mane of a kelpie.
- 63–64 A silver mirror that always reflects the sky.
- 65–66 A silver ring that shrinks or expands to fit whatever finger it is placed upon.
- 67–68 A tiny fish in a jar of water. At night, it comes to the surface and whispers the names of everyone within 5'.
- 69–70 A tiny wicker effigy that you stole from a witch's hut.
- 71–72 A unicorn statuette carved out of mushroom-wood.
- 73–74 A wanted poster for yourself.
- 75–76 A well-thumbed and annotated book of psalms.
- 77–78 An ash wand stained with the blood of a troll.
- 79–80 An enormous Green Man brass belt buckle.
- 81–82 An ornate lantern you found in a bog.
- 83–84 Sixteen silver pieces, greased with slippery magical oil that cannot be washed off.
- 85–86 The broken tip of a unicorn's horn.
- 87–88 The fairy sword that slew your father.
- 89–90 The mummified hand of a bog body.
- 91–92 The scintillating, silvery feather of a witch owl.
- 93–94 The skeleton of an especially large toad, in pieces.
- 95–96 The skull of a Drune, stolen from a forbidden crypt.
- 97–98 The wobbly, pink severed hand of a gelatinous ape, still fresh and sweet.
- 99–00 Your grandfather's beard, rolled up in a hessian cloth.

Encumbrance: Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

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

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

DESIRS	
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

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

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

BELIEFS	
d12	Beliefs
1	Bishop is a werewolf
2	Drune will enslave the duke
3	Fairies steal human souls
4	Nag-Lord brings final doom
5	One parent was an elf
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

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	Gravely
7	Inane banter
8	Mellow
9	Mumbling
10	Nasal whine
11	Rapid
12	Sighing

Mossling

Gnarled, woody humanoids whose fertile flesh hosts mosses, moulds, and fungi.

Kindred Type	Mortal
Level 1 PC Age	50 + 3d6 years
Lifespan	200 + 5d8 × 10 years
Height	3'6" + 2d6" (Small)
Weight	150 + 2d20 lbs
Native Languages	Woldish, Mulch

osslings are an obscure, stunted folk native to Dolmenwood, with an affinity for the dank plants and moulds of the deep woods. They are of stocky, pudgy build, with green, yellow, or brown skin, textured like wrinkled bark and patched with mould, lichen, fungus, and creeping plants. Their hair and beards are green or black and plant-like, akin to moss, ferns, or tangled roots. If injured, mosslings ooze white, sap-like blood.

Ageing, Death, and Composting

Mosslings become wiser and more plant-like as they age. After death, even their bones rot away to mould: a mossling's body decays to a rich compost within a year.

Dank Forest Burrows

The natural habitat of mosslings is dark, dank forests, where they gather in small, isolated communities. They are, above all, burrowers, delving their homes into the damp earth of the Wood or inhabiting natural caves where they are found.

Worship Gods of Moss and Fungus

As subjects of the Duke of Brackenwold, mosslings are nominally adherents of the Pluritine Church. However, in practice they worship their own gods of the deep forest and the fecund underworld—see *Mogba*, p179.

KINDRED RELATIONS

Mosslings are on friendly terms with mortal and demi-fey Kindreds. While most non-adventuring mosslings have never met a fairy, they tend to treat fairies with curiosity as wanderers from afar with tales to share.

Mosslings are welcomed in human settlements in Dolmenwood, where they sometimes travel to sell mushrooms, ale, or cheese at a market.

NAMES

Among their own folk, mosslings tend not to use surnames. If pressed by folk of other Kindreds, they usually adopt a mélange of Woldish words associated with their culture.

Naming a character: Either choose a first name and surname from the table below, roll for each, or invent something in a similar vein.

MOSSLING NAMES				
d20	Male	Female	Unisex	Surname
1	Dombo	Bilibom	Bendiom	Barkhop
2	Gobd	Brimbul	Blobul	Conker
3	Gobulom	Ebbli	Ebdwol	Danklow
4	Golobd	Gibli	Glob	Fernhead
5	Gremo	Gobbli	Gombly	Frother
6	Gwomotom	Gwedim	Greblim	Grimehump
7	Hollogowl	Higwold	Gwoodwom	Hogscap
8	Kabob	Ibulold	Hollb	Mossbeard
9	Kollobom	Imbwii	Klolib	Mossfurrow
10	Limbly	Klibli	Kwolotomb	Mould
11	Loblow	Klimbim	Lambop	Mouldfinger
12	Mobdemold	Libib	Morromb	Mudfoot
13	Nyoma	Limimb	Mwoomb	Mugfoam
14	Obolm	Marib	Olob	Mulchwump
15	Oglom	Milik	Oobl	Mushrump
16	Omb	Shlirimi	Shlurbel	Oddpolyp
17	Shmold	Shobd	Smodron	Puffhelm
18	Slumbred	Skimbim	Tomdown	Smallcheese
19	Umbertop	Slimpk	Tomumbolo	Sodswallow
20	Wobobold	Smodri	Worrib	Twiggler

EXTRA DETAILS

The tables on the following pages may be used to add extra details to mossling Player Characters. Roll on as many of these tables as desired, or use them as inspiration for crafting additional character details.

CHOOSING A CLASS

Mossling adventurers are commonly fighters and hunters. They are only occasionally accepted into the ranks of Dolmenwood nobility as knights, seldom seek membership of the Pluritine Church as clerics or friars, and rarely possess enough connection with Fairy to become enchanters.

ARMOUR AND WEAPONS

Armour must be tailored to mosslings' small size. Likewise, mosslings cannot wield Large weapons (see p118). Mosslings prefer non-metal armour, and manufacture special suits of armour from hardened bark and pinecones.

Rolled armour: If a player rolls chainmail when creating a mossling character, it should be replaced with bark armour. Plate mail should be replaced with pinecone armour.

KNACKS

Mosslings practice carefully guarded, quasi-magical crafts known as *knacks*. Each mossling knows one knack, rolled or chosen at character creation. See *Mossling Knacks*, p112.

MOSSLING SKILLS

Mosslings have a Skill Target of 5 for Survival when foraging.

RESILIENCE

Mosslings are hardy and resilient like the gnarled bole of an old tree. They gain a +4 bonus to Saving Throws against fungal spores or poisons and a +2 to bonus to all other Saving Throws.



SYMBIOTIC FLESH

As a mossling ages, their dank, fertile flesh picks up seeds and spores which germinate into symbiotic plants and fungi. At each Level (including Level 1), the character acquires a random trait from the *Symbiotic Flesh* table. Duplicates may be re-rolled or taken to indicate an amplification of the trait.

SYMBIOTIC 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 | Growth 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 | Semi-sentient mushroom growing from top of head. |

MOSSLING 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

MOSSLING TRINKETS

d100 Trinket

- 01–02 A bag of stone marbles. Each has a name and rolls towards whoever speaks it.
- 03–04 A block of cheese infected with hallucinogenic fungus.
- 05–06 A bloodstained hat that once belonged to a redcap.
- 07–08 A book alleging crimes by each of the 100 saints of Dolmenwood. Found on the body of a murdered man.
- 09–10 A bottle of yeast-froth shampoo, essential for maintaining the lustre of mossy manes.
- 11–12 A bouquet of honeysuckle that drips real honey. The honey attracts wasps.
- 13–14 A brass cowbell. When struck, nearby milk and cheese products jump half a foot towards it.
- 15–16 A broad-brimmed hat covered in shimmering moss.
- 17–18 A bronze idol to a two-headed mushroom god.
- 19–20 A chunk of volcanic rock, warm to the touch. A single Old Woldish rune has been carved into it.
- 21–22 A clay figurine of a pot-bellied giant with a single eye.
- 23–24 A cluster of fungus consisting of a dozen different kinds of mushrooms living in symbiosis.
- 25–26 A collection of small rocks, all chipped from different gravestones.
- 27–28 A cooking pot that adds mushrooms to every dish cooked inside it.
- 29–30 A flower pressed inside a dead man's journal.
- 31–32 A hunting horn fashioned from a great boar tusk.
- 33–34 A jar of blue cheese massage oil.
- 35–36 A jar of green jelly with the label "Don't Eat Me."
- 37–38 A large egg, entrusted to you by a panicked woodgrue.
- 39–40 A large gooseberry that appears to have a creature growing inside it.
- 41–42 A large, pink sausage. Tries to crawl away if left unattended.
- 43–44 A leaf that changes with the seasons, dying by winter only to rejuvenate in spring.
- 45–46 A mossy rock. When placed on the ground for at least a minute and then lifted, bugs scurry out from underneath it.
- 47–48 A mould-riddled tapestry depicting the hunt for a swine of mythic size.
- 49–50 A puffball with dozens of tiny mouths which burp in unison at dawn.
- 51–52 A puffball-skin pouch filled with jelly.
- 53–54 A sack of half-empty ale bottles.

d100 Trinket

- 55–56 A sealed bottle of spirits, brewed from the composted remains of one of your ancestors.
- 57–58 A shepherd's crook that induces fear in farm animals when brandished.
- 59–60 A single hair from the head of an elven lady; a token of her affection.
- 61–62 A small beetle you found on the road. You have since received a letter from an angry grimalkin charging you with its theft.
- 63–64 A small effigy of a breggle made from dried mushroom flesh.
- 65–66 A small pouch of magic nuts. When a nut is broken open, it emits a pearl of wisdom.
- 67–68 A small snake with a "Return to" note attached. The owner's name is smudged out.
- 69–70 A small, hollow toadstool with a tiny wooden door.
- 71–72 A snail shell that grows a new snail at dawn if the old one is removed or killed.
- 73–74 A squirrel-sized collar and leash.
- 75–76 A story book about the charming exploits of the rat-people of the moon.
- 77–78 A unique pipeweed mix of your own invention. A bit too combustible.
- 79–80 A watering can that constantly trickles water from its spout.
- 81–82 A waterskin of yellow slime that drips upwards when unstoppered.
- 83–84 A wheel of cheese that never loses momentum once it starts rolling.
- 85–86 A wooden carving of yourself that ages as you do.
- 87–88 A wooden peg leg that you found and converted into an incubator for rare fungi.
- 89–90 A worm whose squirming slowly spells out threatening prophecies.
- 91–92 An adorable red-and-white button mushroom. Whispers to you when no one else is listening.
- 93–94 An incomplete, and possibly inaccurate, map of all the inns in Dolmenwood.
- 95–96 An onion shaped like a baby.
- 97–98 Blueprints for a marvellous mechanical mouse organ clock.
- 99–00 Dozens of different kinds of bark, stitched together like a book.

Encumbrance: Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

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	Lethargic
9	Miserly
10	Overbearingly affable
11	Shrewd
12	Tells terrible jokes

DESIRERS	
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

Woodgrue

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

Kindred Type	Demi-fey
Level 1 PC Age	50 + 3d6 years
Lifespan	300 + 2d100 years
Height	3' + 2d6" (Small)
Weight	60 + 2d10 lbs
Native Languages	Woldish, Sylvan

 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 Dolmenwood 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 elder calls a moot. The invitation arrives through the night air via 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.

KINDRED RELATIONS

Woodgrues enjoy the company of all Kindreds, mortal, fairy, or demi-fey, though they favour those who share their raucous sense of humour.

In human settlements in Dolmenwood, woodgrues may be met with caution, as folk are aware of their rambunctious nature. However, it is known that barring woodgrues entry would likely only lead to greater misfortune.

NAMES

Naming a character: Either choose a first name and surname from the table below, roll for each, or invent something in a similar vein.

WOODGRUE NAMES				
d20	Male	Female	Unisex	Surname
1	Bagnack	Bishga	Bogfrink	Bubbleslime
2	Barmcudgel	Canaghoop	Bongwretch	Bogbabble
3	Bloomfext	Cheruffue	Chunder	Bootswap
4	Bunglebone	Doola	Danklob	Chumley
5	Capratt	Frogfyrr	Frondbong	Cobwallop
6	Chimm	Gruecalle	Gobblebag	Drooglight
7	Delgodand	Hoolbootes	Hootbra	Dungobble
8	Drunker	Maulspoorer	Longsnipe	Eggmumble
9	Eortban	Mogsmote	Lumpfrisk	Hogslapper
10	Grunkle	Molemoch	Mabmungle	Hortleswoop
11	Gubber	Moonmilk	Mungus	Hungerslip
12	Gumroot	Munmun	Obblehob	Lankwobble
13	Gunkuss	Nettaclare	Oddler	Moorsnob
14	Kungus	Oorcha	Oodler	Mundersnog
15	Longtittle	Palliepalm	Pipplepoke	Pencecrump
16	Lubbal	Pimplepook	Slovend	Persnickle
17	Olpipes	Puggump	Umple	Shunderbog
18	Runkelgate	Rolliepolk	Unclord	Snodgrass
19	Weepooze	Sasserpippe	Undermap	Wallerbog
20	Wumpus	Whipsee	Whoopla	Woodfuffle

EXTRA DETAILS

The tables on the following pages may be used to add extra details to woodgrue Player Characters. Roll on as many of these tables as desired, or use them as inspiration for crafting additional character details.

CHOOSING A CLASS

Woodgrue adventurers are commonly bards, magicians, or thieves. It is rare for a woodgrue to be accepted into the ranks of Dolmenwood nobility as a knight. Woodgrues cannot be clerics or friars as they have no spiritual connection with the deities of mortals.

ARMOUR AND WEAPONS

Armour must be tailored to woodgrues' small size. Likewise, woodgrues cannot wield Large weapons (see p118).

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 Spell** (but feel drained and downtrodden for the length of the engagement).

DEFENSIVE BONUS

In melee with Large creatures, woodgrues gain a +2 Armour Class bonus, due to their small size.

MAD REVELRY

Once per day, a woodgrue may play one of the enchanted melodies listed below on a wind instrument while hooting and dancing terribly.

Subjects: All living creatures within 30' (including allies) must **Save Versus Spell** or be afflicted by the melody. Fairies and demi-fey gain a +2 bonus to the Saving Throw.

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.

Disrupting: If the woodgrue is harmed or fails a Saving Throw, they stop playing. Subjects who are harmed or fail a Saving Throw likewise cease to be affected.

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 Armour Class, 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 a -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 over in a laughing fit.

Mount: Subjects attempt to mount nearby creatures, be they friend or foe, and ride them piggyback (**Save Versus Hold** to resist being mounted). Unaffected creatures may **Save Versus Hold** once per Round to buck off a rider.

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

MOON SIGHT

A woodgrue can see in darkness up to 60', viewing the world as though it glows in faint moonlight. This does not incur low light penalties (p150), but fine detail (e.g. writing) cannot be perceived.

MUSICAL INSTRUMENTS

A woodgrue can employ a musical instrument as a melee weapon, doing 1d4 damage.

STARTING EQUIPMENT

Woodgrues begin play with a wind instrument.

VULNERABLE TO COLD IRON

As demi-fey, cold iron weapons inflict +1 damage on woodgrues. (e.g. a cold iron shortsword would inflict 1d6+1 damage on a woodgrue, rather than the standard 1d6).

WOODGRUE SKILLS

Woodgrues have a Skill Target of 5 for Listen.



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

WOODGRUE TRINKETS

d100	Trinket	d100	Trinket
01–02	A bag of delicious boiled sweets.	49–50	A pocketbook of bad jokes. Emits the occasional snicker.
03–04	A basket of snakes, intended for juggling.	51–52	A poster for your parent's last, ill-fated circus performance.
05–06	A battered hat with a stuffed swan's head stitched proudly at the summit.	53–54	A quill made from a stirge-owl feather.
07–08	A bone whistle. When blown at night, it sends nearby bats and night birds into a frenzy.	55–56	A rope woven from a mix of human and breggle hair.
09–10	A bottle containing dirty water from the Baths of Astralon.	57–58	A stack of angry letters, all accusing you of arson.
11–12	A bottle of ink that always seems to spill everywhere when opened.	59–60	A strange disk that produces the sound of flatulence whenever a weight is placed atop it.
13–14	A bronze statuette of a chimera made up of a dozen different animals. The person who gave it to you insists it depicts a real creature.	61–62	A tent that slowly raises itself when you loudly sing it a jaunty song.
15–16	A burial shroud seemingly imprinted with a face. The face becomes more distinguishable every day.	63–64	A vial of guano. Your last reminder of a deceased loved one.
17–18	A ceramic plate that emits a simple tune when scratched.	65–66	A wooden sceptre topped with a jester's head. When struck, the head tells an ill-considered joke.
19–20	A collection of fungi, loaned to you by a mossling.	67–68	An advice book that ultimately suggests a liberal application of fire as the solution to every problem.
21–22	A dead crow in a bag. Before you killed it, you were pretty sure it was spying on you.	69–70	An ancient coin, stolen from a grave. Far colder to the touch than it should be.
23–24	A fake moustache. When worn, you appear to have a full beard.	71–72	An empty pan flute case, its contents stolen.
25–26	A forbidden treatise claiming grimalkins and woodgrues share the same ancestors.	73–74	An enormous firework with a tag that reads "Untested."
27–28	A glass case with a giant moth pinned inside.	75–76	An extravagant wig, stolen from the head of an elf noble.
29–30	A harp shaped like a duck. Playing it attracts the attention of nearby waterfowl.	77–78	An ordinary-looking metal bucket. When filled with water, leeches appear inside.
31–32	A harp string, sharp and tinged with blood.	79–80	An ornate flute, said to be handed down by your ancestors since before they left Fairy.
33–34	A hooded cloak made from thousands of moth wings stitched together.	81–82	An unhatched egg that sweats blood.
35–36	A mead tankard that is perpetually sticky.	83–84	Faded parchment that lists the names of everyone you've ever wronged. It updates itself periodically.
37–38	A misshapen ocarina. Each note sounds eerily similar to a baby's cries.	85–86	Light from a fireworks display, caught in a shard of glass.
39–40	A mossling pipe you found in a pile of compost. Its smoke makes people nostalgic.	87–88	Lyrics to a half-written song about rodents visiting from the moon.
41–42	A note promising that a "Mr Fox" will come to your aid in your hour of greatest need.	89–90	Small vials of syrups, each labelled with the type of mood they're supposed to cure.
43–44	A pair of matching eyeballs. Whenever possible, they rotate to stare at you.	91–92	The corpse of a mouse, dressed in tiny clothes.
45–46	A pair of small, bronze cymbals.	93–94	The crest of an unknown longhorn noble house, found on a dead breggle.
47–48	A personalised invitation to "THE FEAST." No further details are provided.	95–96	The squirming pieces for maggot chess.
		97–98	Woollen ear warmers, knitted by your grandmother.
		99–00	Your uncle's famed recipe for moth cakes.

Encumbrance: Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

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	Bends the truth
2	Capers and japes
3	Childlike and curious
4	Cunning, scheming
5	Dour, gallows humour
6	Feigned mysticism
7	Frivolous and petty
8	Penchant for pilfery
9	Practical joker
10	Shady and unscrupulous
11	Trickster (but loyal friend)
12	Wide-eyed innocence

DESIRERS	
d12	Desires
1	Be accepted as a saint (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	Shiftily 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



Part Four

Classes

I've worked with 'em all. Fighters, knights, and sword-twirling warriors of all kinds. Hunters, thieves, and those who skulk for a living. Bards and enchanters, with their charms and glamours and silver tongues. Clerics, and friars, with a handy prayer or two. Even other magicians—though they tend to get a bit jealous of my skills with a wand. In any case, folks of all different adventuring professions are useful to have around when you're in a pinch. My advice? Just make sure you can drink 'em under the table when it comes time to divvy up the loot."

—Smyde Crumpwall, human magician

Bard

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

Prime Abilities	Charisma and Dexterity
Hit Points	1d6 per Level, +1 after Level 10
Combat Aptitude	Semi-martial
Armour	Light and Medium, no shields
Weapons	Small and Medium

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

Starting Equipment

Armour (roll 1d6): 1–2. None. 3–4. Leather armour. 5–6. Chainmail.

Weapons (roll 1d6 twice): 1. Club. 2. 3 daggers. 3. Longsword. 4. Sling + 20 stones. 5. Shortbow + 20 arrows. 6. Shortsword.

Class items: Musical instrument (stringed or wind).

BARD SKILLS

As they advance in Level, bards improve their chance of success with the Listen skill. They also have three additional, specialised skills. The *Bard Skill Targets* table lists the character's Skill Targets as they advance in Level.

Decipher Document

A successful check allows a bard to understand the gist of a non-magical text in a language they do not speak, unravel a cypher, or identify cryptically labelled landmarks on a map.

Retrying: The bard may only attempt to read the same document again after gaining a Level.

Legerdemain

A successful check allows a bard to perform a trick of sleight of hand, such as palming a small object, slipping a poison into a drink, or pilfering a small item in the possession of another creature.

Difficulty: –1 penalty per 3 Levels of the victim or observer (e.g. a Level 6 target incurs a –2 penalty).

Natural 1: On a roll of natural 1, the bard must **Save Versus Doom** to avoid being noticed. The Referee determines the victim's reaction.

Monster Lore

A successful check allows a bard to identify monsters and their basic powers and vulnerabilities, based on their appearances in myth and folklore.

Retrying: The bard may only attempt to identify the same kind of monster again after gaining a Level.

COUNTER CHARM

While the bard plays music and sings, allies within 30' are immune to magical effects based on music or song and gain a +2 bonus to Saving Throws against fairy magic.

Restrictions: A bard can use counter charm once per Turn. While playing, the bard may move at half Speed, but cannot attack or perform other actions.

Duration: The counter charm lasts as long as the bard keeps playing.

Disrupting: If the bard is harmed or fails a Saving Throw, the counter charm ends.

BARD SKILL TARGETS				
Level	Decipher Doc.	Legerde-main	Listen	Monster Lore
1	6	6	5	5
2	5	6	5	5
3	5	6	5	4
4	5	5	5	4
5	5	5	4	4
6	4	5	4	4
7	4	5	4	3
8	4	4	4	3
9	4	4	3	3
10	3	4	3	3
11	3	3	3	3
12	3	3	3	2
13	2	3	3	2
14	2	3	2	2
15	2	2	2	2

Customising Bard Skills (Optional Rule)

The *Bard Skill Targets* table lists the standard skill progression, granting a balanced advancement across all skills. Players wishing to customise their character's skill advancement may use this optional rule.

Base Skill Target: All skills begin at 6.

Expertise points: Bards gain *expertise points* to improve their skills. Each point allocated to a skill lowers the Skill Target by 1.

At Level 1: At character creation, the player may allocate 2 expertise points.

Gaining Levels: At each Level gained, the player may allocate 1 expertise point.

Minimum Skill Target: No Skill Target may be lowered below 2.

BARD ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	13	14	13	15	15
2	1,750	+1d6	+0	13	14	13	15	15
3	3,500	+1d6	+1	12	13	12	14	14
4	7,000	+1d6	+1	12	13	12	14	14
5	14,000	+1d6	+2	11	12	11	13	13
6	28,000	+1d6	+2	11	12	11	13	13
7	56,000	+1d6	+3	10	11	10	12	12
8	112,000	+1d6	+3	10	11	10	12	12
9	220,000	+1d6	+4	9	10	9	11	11
10	340,000	+1d6	+4	9	10	9	11	11
11	460,000	+1	+5	8	9	8	10	10
12	580,000	+1	+5	8	9	8	10	10
13	700,000	+1	+6	7	8	7	9	9
14	820,000	+1	+6	7	8	7	9	9
15	940,000	+1	+7	6	7	6	8	8

ENCHANTMENT

By playing music and singing, the bard can fascinate subjects in a 30' radius.

Restrictions: A bard may use enchantment once a day per Level, and it cannot be used in combat. While playing, the bard may move at half Speed, but cannot attack or perform other actions.

Selecting subjects: One or more creatures whose Levels total up to twice the bard's Level can be affected. If a group is targeted, the Referee selects the subjects randomly, summing their Levels until the maximum is reached.

Types of subjects: At Level 1, the bard can affect mortals. From Level 4, animals and demi-fey can also be affected. From Level 7, fairies and monstrosities can also be affected.

Resisting: Each subject must **Save Versus Spell** or be fascinated (see *Fascinated Subjects*).

Fascinated Subjects

Rapt: Fascinated subjects' attention is fully bent on the bard's performance.

Follow: If the bard walks while playing, fascinated subjects follow.

Interruptions: If the performance is interrupted (e.g. by loud noise or violence), the fascination ends immediately.

Duration: The fascination lasts for as long as the bard's performance continues. Afterwards, fascinated subjects may come under a stronger charm (see *When the Performance Ends*).

When the Performance Ends

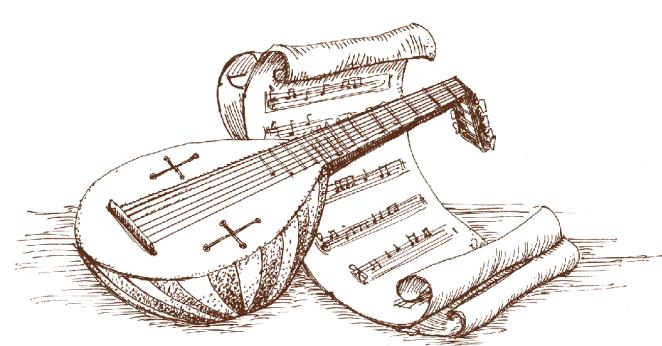
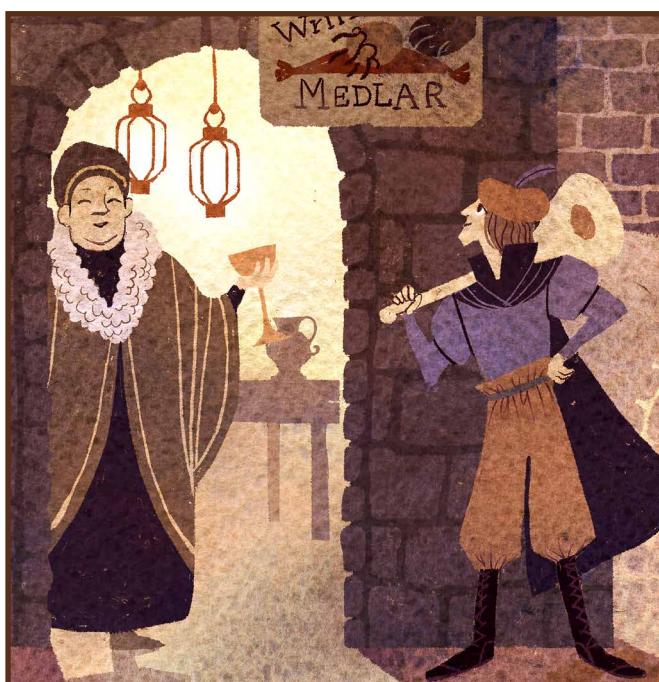
If the performance lasted for at least 1 Turn and ended without interruption, each fascinated subject must make another **Save Versus Spell** (with a +2 bonus) or be charmed as follows.

Friendship: Charmed subjects regard the bard as a trusted friend and ally, coming to the bard's defence.

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

Resisting commands: The subject may resist commands that contradict their habits or Alignment. Suicidal or clearly harmful commands are always refused.

Duration: 1 Turn per Level of the bard.



Cleric

Holy warriors in the service of the Pluritine Church.

Prime Abilities	Wisdom
Hit Points	1d6 per Level, +1 after Level 10
Combat Aptitude	Semi-martial
Armour	Any, including shields (except arcane or fairy magic armour)
Weapons	Any (except arcane or fairy magic weapons)

 Clerics are members of an order of holy warriors sworn to the service of the Pluritine Church. They are organised in a strict religious hierarchy, under the command of higher-ranking Church officials. Player Character clerics are typically granted a writ of self-determination, allowing them to roam freely and carry out the will of God as they see fit.

Restrictions

Alignment: As servants of the Church, clerics must be Lawful or Neutral.

Falling from grace: Clerics must be faithful to the tenets of their order (see *Cleric Tenets*). A cleric who transgresses or becomes Chaotic falls from grace and loses the ability to pray for spells. The Referee may allow the character to perform a quest of atonement in order to regain favour.

Kindred: Only mortals are trained as clerics—fairies and demi-fey have no spiritual connection with the deities of mortals.

Magic armaments: Clerics are forbidden to use magic weapons, armour, and shields of arcane or fairy origin. They may only use holy magic armaments.

Starting Equipment

Armour (roll 1d6): 1. Leather. 2. Leather + shield. 3. Chain-mail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Dagger. 2. Longsword. 3. Mace. 4. Shortbow + 20 arrows. 5. Shortsword. 6. Warhammer.

Class items: Wooden holy symbol.

DETECT HOLY MAGIC ITEMS

A cleric can detect whether an item is enchanted with holy magic.

Requirements: The cleric must touch the object and concentrate without distraction.

Time: Detecting holy magic takes 1 Turn.

Cleric Tenets

See *p178* for more details on the Pluritine Church.

Evangelism: Non-believers are to be brought into the fold and converted.

Hierarchy: The hierarchy of the Church is to be upheld. Those of lesser rank must obey their superiors.

Monotheism: Only One True God exists, and His name is ineffable. Other religions worship personifications of divine aspects of God or the anointed saints.

Sanctity of life: Sentient life is sacred. Clerics must protect the innocent with all means available.

HOLY MAGIC

See *Holy Magic, p100* for full details on holy magic, including praying for spells and the list of spells that clerics can cast.

Holy symbol: A cleric must carry a holy symbol (*p117*).

Spell casting: Once a cleric has proven their devotion (from Level 2), the character may pray to the host of saints to receive their blessings in the form of holy spells. The *Cleric Spells Per Day* table shows the number of spells a cleric may receive, determined by the character's Level. For example, a Level 3 cleric may have the blessing to cast at most two Rank 1 spells.

Using magic items: Clerics can use magic items exclusive to holy spell-casters (for example, magic rods or scrolls of holy spells).

CLERIC SPELLS PER DAY

Level	Spell Rank				
	1	2	3	4	5
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	—	—
7	3	2	2	—	—
8	3	2	2	—	—
9	3	3	2	1	—
10	3	3	2	2	—
11	4	3	3	2	—
12	4	3	3	2	1
13	4	4	3	2	2
14	4	4	3	3	2
15	5	4	4	3	2

CLERIC ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	11	12	13	16	14
2	1,500	+1d6	+0	11	12	13	16	14
3	3,000	+1d6	+1	10	11	12	15	13
4	6,000	+1d6	+1	10	11	12	15	13
5	12,000	+1d6	+2	9	10	11	14	12
6	24,000	+1d6	+2	9	10	11	14	12
7	48,000	+1d6	+3	8	9	10	13	11
8	96,000	+1d6	+3	8	9	10	13	11
9	190,000	+1d6	+4	7	8	9	12	10
10	290,000	+1d6	+4	7	8	9	12	10
11	390,000	+1	+5	6	7	8	11	9
12	490,000	+1	+5	6	7	8	11	9
13	590,000	+1	+6	5	6	7	10	8
14	690,000	+1	+6	5	6	7	10	8
15	790,000	+1	+7	4	5	6	9	7

HOLY ORDER

Upon reaching Level 2, a cleric is initiated into one of the following holy orders, selected by the player. Clerics of each order gain a special power and bear the order's holy symbol.

The Order of St Faxis

The order of seekers; clerics who follow an edict to root out practitioners of dark magic—those who truck with devils or deal in necromancy.

Arcane antipathy: A cleric of St Faxis gains a +2 bonus to Saving Throws against arcane magic. Arcane spell-casters suffer a -2 penalty to Saving Throws against spells cast by a cleric of St Faxis.

Holy symbol: Three crossed swords.

The Order of St Sedge

The defenders of the Church; clerics who protect the lands of the Church from invaders.

Laying on hands: A cleric of St Sedge can heal by laying their hands on wounded characters. Once a day, the cleric can heal a total of up to 1 Hit Point per Level.

Holy symbol: A hand with two fingers raised.

The Order of St Signis

The order of Lichwards; clerics who watch over the dead and hunt those which rise again as undead.

Undead slayer: A cleric of St Signis gains a +1 Attack bonus against undead monsters. Their attacks harm undead monsters that can normally only be harmed by magical or silver weapons, even when not wielding a weapon of the appropriate type.

Holy symbol: A human skull crowned with ivy.

LANGUAGES

In addition to their native languages, clerics speak Liturgic, the language of Church scripture.

TURNING THE UNDEAD

A cleric may attempt to drive off undead monsters by presenting their holy symbol and invoking the might of the One True God.

Range: The undead must be within 30'. Concealed undead (e.g. behind doors or in coffers) are unaffected.

Turning roll: When a cleric attempts to turn the undead, roll 2d6 to determine the result (modifiers listed below):

- **4 or lower:** The undead are unaffected.
- **5-6:** 2d4 undead are stunned for 1 Round, unable to act.
- **7-12:** 2d4 undead flee from the cleric for 1 Turn.
- **13 or higher:** 2d4 undead are permanently destroyed.

Lower Level undead: If the undead are lower Level than the cleric, the turning roll is modified by +2 per Level difference (maximum +6). For example, a Level 5 cleric turning Level 3 undead would gain a +4 bonus.

Higher Level undead: If the undead are higher Level than the cleric, the turning roll is modified by -2 per Level difference (maximum -6). For example, a Level 3 cleric turning Level 6 undead would suffer a -6 penalty.

Mixed groups: In encounters with multiple types of undead, those of lowest Level are affected first. On a successful turning roll, the cleric may make another roll the following Round, affecting the next lowest Level type of undead present. This process may be repeated until all types of undead have been affected or a turning roll fails.

Usage frequency: One attempt per Turn.

Cleric Holy Symbols

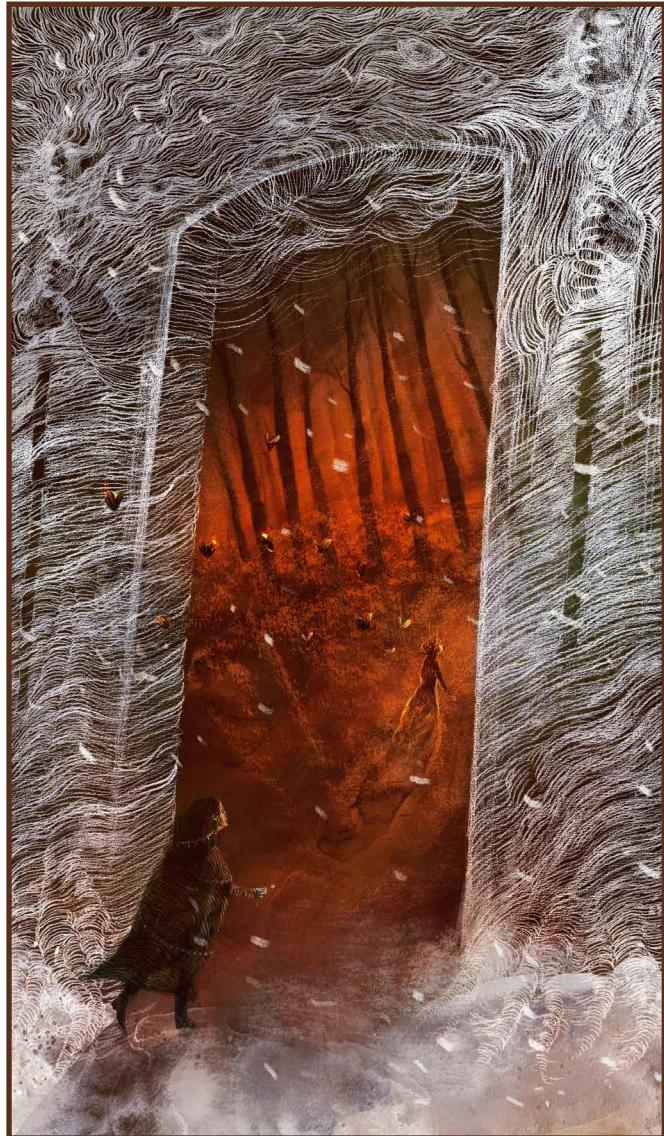
Clerics in Dolmenwood usually carry a Chapes (*p178*), a pendant with an effigy of St Clewyd (holding the rod of mercy and quill of justice), or the symbol of their *Holy Order*.

Enchanter

Wanderers who wield the magic of Fairy, currying favour with fairy nobles.

Prime Abilities	Charisma and Intelligence
Hit Points	1d6 per Level, +1 after Level 10
Combat Aptitude	Semi-martial
Armour	Light and Medium, no shields
Weapons	Small and Medium

 Individuals whose contact with Fairy has imbued them with innate magic known as *glamours*. Enchancers are also blessed with the use of the *fairy runes*, guarded by the lords of Fairy, though such gifts are not always without cost.



Restrictions

Kindred: Typically only fairies and demi-fey (elves, grimalkins, and woodgrues) are enchanters. Occasionally a mortal with a strong connection to Fairy may also be an enchanter—for example, a human with mixed elfish ancestry, an individual kidnapped by fairies in childhood, or someone who wandered lost in Fairy for many years.

Starting Equipment

Armour (roll 1d6): 1–2. None. 3–4. Leather armour. 5–6. Chainmail.

Weapons (roll 1d6 twice): 1. Club. 2. Dagger. 3. Longsword. 4. Shortbow + 20 arrows. 5. Spear. 6. Staff.

ENCHANTER SKILLS

Enchancers have one additional, specialised skill. The **Enchanter Skill Targets** table lists the character's Skill Targets as they advance in level.

Detect Magic

An enchanter can attempt to detect the subtle resonances woven into an enchanted object, place, or creature. If the attempt succeeds, the enchanter knows if the object, place, or creature in question is magical—i.e. enchanted, affected by a spell, or possessed of innate magic of some kind.

Requirements: The enchanter must touch the object, place, or creature to be analysed and concentrate without distraction.

Time: Each attempt to detect magic requires 1 Turn.

Retrying: The enchanter may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Referee rolls: The Referee rolls all **Detect Magic Checks**, so that players do not know if the roll failed or if there is no magic present.

Downtime: Given an hour of solitude in a safe location, an enchanter automatically detects magic on an object, place, or creature.

ENCHANTER SKILL TARGETS

Level	Detect Magic	Level	Detect Magic
1	5	6	4
2	5	7	3
3	5	8	3
4	5	9	2
5	4	10+	2

ENCHANTER ADVANCEMENT

Level	XP	Hit Points	Attack	Glamours	Save Targets				
					Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	1	11	12	13	16	14
2	1,750	+1d6	+0	2	11	12	13	16	14
3	3,500	+1d6	+1	3	10	11	12	15	13
4	7,000	+1d6	+1	3	10	11	12	15	13
5	14,000	+1d6	+2	4	9	10	11	14	12
6	28,000	+1d6	+2	5	9	10	11	14	12
7	56,000	+1d6	+3	6	8	9	10	13	11
8	112,000	+1d6	+3	6	8	9	10	13	11
9	220,000	+1d6	+4	7	7	8	9	12	10
10	340,000	+1d6	+4	7	7	8	9	12	10
11	460,000	+1	+5	8	6	7	8	11	9
12	580,000	+1	+5	8	6	7	8	11	9
13	700,000	+1	+6	9	5	6	7	10	8
14	820,000	+1	+6	9	5	6	7	10	8
15	940,000	+1	+7	10	4	5	6	9	7

FAIRY RUNES

Enchanters are granted the use of *fairy runes*—the secret, magical sigils guarded by the rulers of Fairy. As a character advances, fairy nobles may be drawn by the enchanter's great deeds and grant new runes. See *Fairy Magic*, p92 for details on the fairy runes.

At Level 1: An enchanter knows one randomly selected rune of lesser magnitude.

Subsequent Levels: Each time the character gains a Level, the player should roll for the chance of acquiring a new rune. See *Learning Runes*, p92.

GLAMOURS

Enchanters possess minor magical talents known as *glamours* (see p94). The number of glamours known is determined by the character's level as shown in the *Enchanter Advancement* table. Known glamours are determined randomly.

Kindred glamours: Some Kindreds (e.g. elf, grimalkin) gain glamours as a result of their ancestry. Such glamours are *in addition* to glamours gained by this Class. For example, a Level 1 human enchanter knows 1 glamour, whereas a Level 1 elf enchanter knows 2 glamours—one from their Kindred and one from their Class.

MAGIC ITEMS

The enchanter's natural affinities allow the use of magical items exclusive to arcane spell-casters (for example, magic wands or scrolls of arcane spells).

RESISTANCE TO DIVINE AID

The saints of the Pluritine Church are loath to aid those allied with the godless world of Fairy. If an enchanter is the subject of a beneficial holy spell, there is a 2-in-6 chance it has no effect.



Fighter

Mercenaries, soldiers, and ruffians who turn their talents to the adventuring life.

Prime Abilities	Strength
Hit Points	1d8 per Level, +2 after Level 10
Combat Aptitude	Martial
Armour	Any, including shields
Weapons	Any

Fighters are experienced in combat and warfare, whether as brigands, tavern brawlers, town guards, or veterans of a noble house's army. In an adventuring party, fighters usually take the front-line, battling foes and defending weaker characters.

Starting Equipment

Armour (roll 1d6): 1. Leather armour. 2. Leather armour + shield. 3. Chainmail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Crossbow + 20 quarrels. 2. Dagger. 3. Longsword. 4. Mace. 5. Shortsword. 6. Spear.

COMBAT TALENTS

Fighters' expert training grants them special talents to aid in battle. At Levels 2, 6, 10, and 14 the player should roll or choose one of the following talents.

- Battle rage:** When in melee, the fighter can choose to enter a berserk rage that lasts until the end of combat. While in the rage, the fighter gains a +2 bonus to Attack and Damage Rolls, but suffers a -4 penalty to Armour Class and is unable to flee.
- Cleave:** When in melee with multiple foes, if the fighter strikes a killing blow, they may immediately make another attack against a second foe. The second Attack Roll is penalised at -2.
- Defender:** When the fighter is in melee with a foe, any Attack Rolls the foe makes against characters other than the fighter are penalised at -2.
- Last stand:** If the fighter is killed by being reduced to 0 Hit Points, they can continue to act for up to 5 additional Rounds before dying. Each time the fighter suffers further damage during this period, they must **Save Versus Doom** or die. Magical healing is effective during this period, but the fighter must still **Save Versus Doom** when damaged, even if healed to above 0 HP.
- Leader:** Mercenaries or retainers under the fighter's command and within 60' gain a +1 bonus to Morale or Loyalty. All the fighter's allies within 60' gain a +2 bonus to Saving Throws against fear effects.
- Main gauche:** When fighting with a Small melee weapon (e.g. a dagger or hand axe) in the off hand (in place of a shield), the fighter may choose each Round to gain either a +1 Armour Class bonus or a +1 Attack bonus.

7. Slayer: The fighter gains a +1 bonus to Attack and Damage Rolls when in combat with foes of a specific type. The type of enemy must be chosen when this talent is selected (examples: bears, crookhorns, undead, wyrms, etc.). This talent may be chosen multiple times, each time for a different type of foe.

8. Weapon specialist: The fighter is an expert with a specific type of weapon chosen by the player (e.g. maces, two-handed swords, longbows, etc.). They gain a +1 bonus to Attack and Damage Rolls using this type of weapon. This talent may be chosen multiple times, each time for a different type of weapon.



FIGHTER ADVANCEMENT

Level	XP	Hit Points	Attack	Combat Talents	Save Targets				
					Doom	Ray	Hold	Blast	Spell
1	0	1d8	+1	0	12	13	14	15	16
2	2,000	+1d8	+1	1	12	13	14	15	16
3	4,000	+1d8	+2	1	11	12	13	14	15
4	8,000	+1d8	+3	1	10	11	12	13	14
5	16,000	+1d8	+3	1	10	11	12	13	14
6	32,000	+1d8	+4	2	9	10	11	12	13
7	64,000	+1d8	+5	2	8	9	10	11	12
8	128,000	+1d8	+5	2	8	9	10	11	12
9	260,000	+1d8	+6	2	7	8	9	10	11
10	380,000	+1d8	+7	3	6	7	8	9	10
11	500,000	+2	+7	3	6	7	8	9	10
12	620,000	+2	+8	3	5	6	7	8	9
13	740,000	+2	+9	3	4	5	6	7	8
14	860,000	+2	+9	4	4	5	6	7	8
15	980,000	+2	+10	4	3	4	5	6	7



Friar

Wandering ascetics who spread the gospel of the Pluritine Church.

Prime Abilities	Intelligence and Wisdom
Hit Points	1d4 per Level, +1 after Level 10
Combat Aptitude	Non-martial
Armour	None
Weapons	Club, dagger, holy water, oil, sling, staff, torch

 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 exist 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.

Restrictions

Alignment: As servants of the Church, friars must be Lawful or Neutral.

Falling from grace: Friars must be faithful to the tenets of their order (see *Friar Tenets*). A friar who transgresses or becomes Chaotic falls from grace and loses the ability to pray for spells. The Referee may allow the character to perform a quest of atonement in order to regain favour.

Kindred: Only mortals are trained as friars—fairies and demi-fey have no spiritual connection with the deities of mortals.

Starting Equipment

Weapon (roll 1d6): 1. Club. 2. Dagger. 3–4. Sling + 20 stones. 5–6. Staff.

Class items: Friar's habit, wooden holy symbol.

ARMOUR OF FAITH

The divine blessing of the One True God grants friars a bonus to Armour Class, depending on their Level. See the *Friar Advancement* table.

Friar Tenets

See p178 for more details on the Pluritine Church.

Sanctity of life: All life is sacred. Friars must protect and aid the needy with all means available.

Monotheism: Only One True God exists, and His name is ineffable. Other religions worship personifications of divine aspects of God or the anointed saints.

Spiritual insight: Each individual must form their own relationship with God, through study and insight.

Mentorship: Friars must share their wisdom with common folk and non-believers, guiding them into the ways of the Pluritine Church.

CULINARY IMPLEMENTS

A friar can employ a frying pan, cured sausage, or even a ham shank as a melee weapon, doing 1d4 damage.

FRIAR SKILLS

Friars have a Skill Target of 5 for Survival when foraging.

HERBALISM

In the hands of a friar, a single dose of a medicinal herb (for example those listed under *Common Fungi and Herbs*, p130) is sufficient for 2 subjects.

HOLY MAGIC

See *Holy Magic*, p100 for full details on holy magic, including praying for spells and the list of spells that friars can cast.

Holy symbol: A friar must carry a holy symbol (p117).

Spell casting: Friars may pray to the host of saints and receive blessings in the form of holy spells. The *Friar Spells Per Day* table shows the number of spells a friar may receive, determined by the character's Level. For example, a Level 2 friar may cast at most two Rank 1 spells.

Using magic items: Friars can use magic items exclusive to holy spell-casters (for example, magic rods or scrolls of holy spells).

FRIAR SPELLS PER DAY

Level	Spell Rank				
	1	2	3	4	5
1	1	–	–	–	–
2	2	–	–	–	–
3	2	1	–	–	–
4	2	2	–	–	–
5	3	2	1	–	–
6	3	2	2	–	–
7	3	3	2	1	–
8	4	3	2	2	–
9	4	3	3	2	1
10	4	4	3	2	2
11	5	4	3	3	2
12	5	4	4	3	2
13	5	5	4	3	3
14	6	5	4	4	3
15	6	5	5	4	3

FRIAR ADVANCEMENT

Level	XP	Hit Points	Attack	AC Bonus	Save Targets				
					Doom	Ray	Hold	Blast	Spell
1	0	1d4	+0	+2	11	12	13	16	14
2	1,750	+1d4	+0	+2	11	12	13	16	14
3	3,500	+1d4	+0	+2	11	12	13	16	14
4	7,000	+1d4	+1	+3	10	11	12	15	13
5	14,000	+1d4	+1	+3	10	11	12	15	13
6	28,000	+1d4	+1	+3	10	11	12	15	13
7	56,000	+1d4	+2	+4	9	10	11	14	12
8	112,000	+1d4	+2	+4	9	10	11	14	12
9	220,000	+1d4	+2	+4	9	10	11	14	12
10	340,000	+1d4	+3	+4	8	9	10	13	11
11	460,000	+1	+3	+5	8	9	10	13	11
12	580,000	+1	+3	+5	8	9	10	13	11
13	700,000	+1	+4	+5	7	8	9	12	10
14	820,000	+1	+4	+5	7	8	9	12	10
15	940,000	+1	+4	+5	7	8	9	12	10

LANGUAGES

In addition to their native languages, friars speak Liturgic, the language of Church scripture.

POVERTY

Due to their monastic vows, a friar's worldly possessions are limited to that which can be carried on their person or mount. Excess wealth must be donated to worthy causes (not other PCs).

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



TURNING THE UNDEAD

A friar may attempt to drive off undead monsters by presenting their holy symbol and invoking the might of the One True God.

Range: The undead must be within 30'. Concealed undead (e.g. behind doors or in coffers) are unaffected.

Turning roll: When a friar attempts to turn the undead, roll 2d6 to determine the result (modifiers listed below):

- **4 or lower:** The undead are unaffected.
- **5–6:** 2d4 undead are stunned for 1 Round, unable to act.
- **7–12:** 2d4 undead flee from the friar for 1 Turn.
- **13 or higher:** 2d4 undead are permanently destroyed.

Lower Level undead: If the undead are lower Level than the friar, the turning roll is modified by +2 per Level difference (maximum +6). For example, a Level 5 friar turning Level 3 undead would gain a +4 bonus.

Higher Level undead: If the undead are higher Level than the friar, the turning roll is modified by -2 per Level difference (maximum -6). For example, a Level 3 friar turning Level 6 undead would suffer a -6 penalty.

Mixed groups: In encounters with multiple types of undead, those of lowest Level are affected first. On a successful turning roll, the friar may make another roll the following Round, affecting the next lowest Level type of undead present. This process may be repeated until all types of undead have been affected or a turning roll fails.

Usage frequency: One attempt per Turn.

Friar Holy Symbols

Friars usually carry a pendant with an effigy of a saint whose deeds inspire their faith. See **Holy Magic**, p100 for details on the major saints and their areas of patronage.

Hunter

Expert trackers, stalkers, and killers, at home in the wild woods.

Prime Abilities	Constitution and Dexterity
Hit Points	1d8 per Level, +2 after Level 10
Combat Aptitude	Martial
Armour	Light, shields
Weapons	Any

Hardened to a life in the wilds, hunters develop a keen survival instinct and an intuitive connection with wild animals. A hunter's knowledge of tracking, hunting, and survival is invaluable to any party travelling deep into Dolmenwood.

Starting Equipment

Armour (roll 1d6): 1–3. Leather armour. **4–6.** Leather armour + shield.

Weapons (roll 1d6 twice): 1. Dagger. **2.** Longsword. **3–4.** Longbow + 20 arrows (shortbow + 20 arrows for Small characters). **5.** Shortsword. **6.** Sling + 20 stones.

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. Sentient animal species are not suitable.

Level: An animal companion may not exceed the hunter's Level.

Establishing a Connection

The hunter must approach the animal and interact in a peaceful manner for 1 Turn. On a successful **Charisma Check**, the animal becomes the hunter's companion.

Companion's Behaviour

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

HUNTER SKILLS

As they advance in Level, hunters improve their chance of success with the Survival skill. They also have three additional, specialised skills. The **Hunter Skill Targets** table lists the character's Skill Targets as they advance in Level.

Alertness

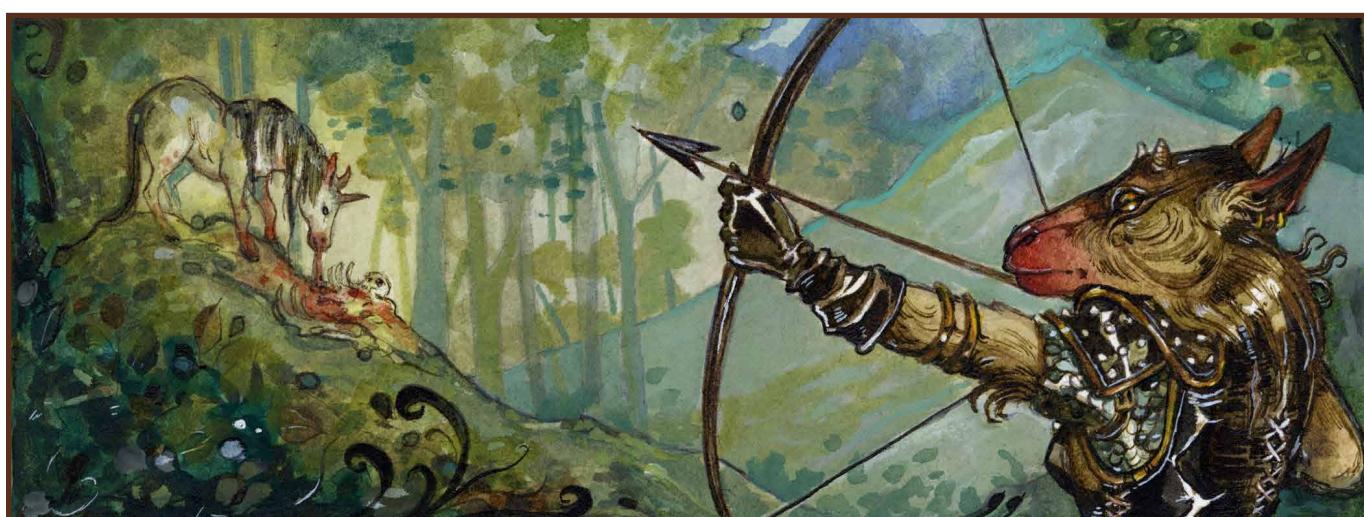
If a hunter's party is surprised, the hunter may make an Alertness Check to act normally in the Surprise Round. See *Surprise, p164*.

Stalking

Hiding: A hunter may make a Stalking Check to remain undetected when the only cover available is light brush (see *Hiding and Ambushes under Stealth, p154*).

Sneaking: If a Surprise Roll indicates that a hunter's party has been detected, the hunter may make a Stalking Check to remain undetected. See *Surprise, p164*.

Wilderness only: Hunters can only use Stalking in the wilds (i.e. not in settlements, indoors, or in subterranean space).



HUNTER ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d8	+1	12	13	14	15	16
2	2,250	+1d8	+1	12	13	14	15	16
3	4,500	+1d8	+2	11	12	13	14	15
4	9,000	+1d8	+3	10	11	12	13	14
5	18,000	+1d8	+3	10	11	12	13	14
6	36,000	+1d8	+4	9	10	11	12	13
7	72,000	+1d8	+5	8	9	10	11	12
8	144,000	+1d8	+5	8	9	10	11	12
9	290,000	+1d8	+6	7	8	9	10	11
10	420,000	+1d8	+7	6	7	8	9	10
11	550,000	+2	+7	6	7	8	9	10
12	680,000	+2	+8	5	6	7	8	9
13	810,000	+2	+9	4	5	6	7	8
14	940,000	+2	+9	4	5	6	7	8
15	1,070,000	+2	+10	3	4	5	6	7

HUNTER SKILL TARGETS

Level	Alertness	Stalking	Survival	Tracking
1	6	6	5	5
2	6	6	4	5
3	6	6	4	4
4	6	5	4	4
5	5	5	4	4
6	5	5	3	4
7	5	5	3	3
8	5	4	3	3
9	4	4	3	3
10	4	3	3	3
11	4	3	2	3
12	4	3	2	2
13	3	3	2	2
14	3	2	2	2
15	2	2	2	2

Tracking

A successful check allows a hunter to find tracks left by creatures in a 30' × 30' area. The hunter knows the type of creatures that made the tracks and may follow the tracks.

Time: An attempt to find tracks takes 1 Turn.

Retrying: The hunter may not attempt to find tracks again in the same location.

Following tracks: The hunter can follow discovered tracks until conditions worsen (see **Modifiers**, below). Another **Tracking Check** is then required.

Modifiers: The Referee may specify situational modifiers depending on the conditions, for example: +1 for soft ground, -1 for hard; +1 for tracks made by a group of 10 or more creatures; -2 for active attempts to cover tracks; -1 per day since the tracks were made, -1 per hour of rain or covering snow; -1 for poor lighting.

Wilderness only: Hunters can only use Tracking in the wilds (i.e. not in settlements, indoors, or in subterranean space).

Customising Hunter Skills (Optional Rule)

The *Hunter Skill Targets* table lists the standard skill progression, granting a balanced advancement across all skills. Players wishing to customise their character's skill advancement may use this optional rule.

Base Skill Target: All skills begin at 6.

Expertise points: Hunters gain *expertise points* to improve their skills. Each point allocated to a skill lowers the Skill Target by 1.

At Level 1: At character creation, the player may allocate 2 expertise points.

Gaining Levels: At each Level gained, the player may allocate 1 expertise point.

Minimum Skill Target: No Skill Target may be lowered below 2.

MISSILE ATTACKS

Hunters gain a +1 Attack bonus with all missile weapons.

TROPHIES

After hunting down (i.e. tracking, ambushing, or chasing) and slaying a creature, a hunter may take a trophy from it—for example, a stag's antlers, a wyrm's tooth, etc.

Size: Trophies must be sizeable items (weighing at least 50 coins).

Boon: If a 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 the hunter's party has become lost, there is a 3-in-6 chance that the hunter can find the path again.

Knight

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

Prime Abilities	Charisma and Strength
Hit Points	1d8 per Level, +2 after Level 10
Combat Aptitude	Martial
Armour	Medium and Heavy, shields
Weapons	Any melee weapons

 Knights are masters of heavily armoured, mounted combat and, as vassals of a noble house, hold a special rank in society. Knights earn great respect from the common folk and exemplify the qualities of nobility, honour, and decency in all their deeds. Player Character knights are typically *knight Errant*—those who wander the land in pursuit of adventure to prove their chivalric virtues.

Liege

A knight serves one of the lower noble houses of Dolmenwood (i.e. excluding House Brackenwold, which rules all of Dolmenwood). The player should roll or choose one of the houses listed under *The Lower Houses of Dolmenwood*. See p176 for more detail on the noble houses.

Disfavour: Knighthood may be revoked if a knight displeases or dishonours their liege through failure, rebellion, Alignment change, or non-chivalric conduct. 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.

Restrictions

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

Kindred: It is uncommon for Kindreds other than humans and breggels to be trained as knights in the service of the noble houses of Dolmenwood.

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.

Weapons: Knights can use all melee weapons (preferring the lance) but cannot use missile weapons, which they regard as dishonourable.

Armour: Knights regard armour as a symbol of prowess and status, always favouring the most impressive and impervious-looking armour available. They scorn Light armour as suitable only for peasants and villains.

Starting Equipment

Armour (roll 1d6): 1. Chainmail. 2–3. Chainmail + shield. 4. Plate mail. 5–6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Dagger. 2–4. Lance (spear for Small characters). 5. Longsword. 6. Mace.

CHIVALRIC CODE

Knights strive to uphold a stringent code of honour which binds all decision and deed. See *The Code of Chivalry*. The repercussions of performing acts 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*.

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

HORSEMANSHIP

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 Level 5, a knight can urge their steed to great haste once a day, increasing its Speed by 10 for up to 6 Turns.

KNIGHTHOOD

Knights of Levels 1–2 are known as *squires* and are not yet regarded as true knights. Upon reaching Level 3, the character is knighted by their liege and gains the right to bear a coat of arms, typically emblazoned upon the knight's shield.

Hospitality: Once knighted, the character earns rights of hospitality and aid from nobles and other knights of the same Alignment. Hospitality extends to any companions the knight is willing to vouch for. The knight is expected to extend such hospitality in kind.

MONSTER SLAYER

From Level 5, a knight gains a +2 bonus to Attack and Damage Rolls against Large creatures.

MOUNTED COMBAT

Knights gain a +1 Attack bonus when mounted.

STRENGTH OF WILL

Knights gain a +2 bonus to Saving Throws against fairy magic and effects that cause fear.

KNIGHT ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d8	+1	12	13	12	15	15
2	2,250	+1d8	+1	12	13	12	15	15
3	4,500	+1d8	+2	11	12	11	14	14
4	9,000	+1d8	+3	10	11	10	13	13
5	18,000	+1d8	+3	10	11	10	13	13
6	36,000	+1d8	+4	9	10	9	12	12
7	72,000	+1d8	+5	8	9	8	11	11
8	144,000	+1d8	+5	8	9	8	11	11
9	290,000	+1d8	+6	7	8	7	10	10
10	420,000	+1d8	+7	6	7	6	9	9
11	550,000	+2	+7	6	7	6	9	9
12	680,000	+2	+8	5	6	5	8	8
13	810,000	+2	+9	4	5	4	7	7
14	940,000	+2	+9	4	5	4	7	7
15	1,070,000	+2	+10	3	4	3	6	6

The Code of Chivalry

Honour: A knight must behave honourably in all deeds. A knight's honour is of utmost importance. Death is preferable to dishonour.

Service: Service to one's liege is the greatest honour.

Glory: A knight must seek glory in battle—especially in single combat.

Protecting the weak: Any person in the knight's charge must be defended to the death.

Hierarchy: The hierarchy that binds society is to be upheld. Superiors must be honoured, equals respected, inferiors commanded, and the ignoble scorned.



THE LOWER HOUSES OF DOLMENWOOD

1. House Guillefer (Neutral): Dreamy and aloof. Rulership shared between family members on a rotating basis—currently Lord Edwin Guillefer.



2. House Harrowmoor (Lawful): Steadfast and militant. Under the rulership of Lady Theatrice Harrowmoor.



3. House Hogwarsh (Neutral): Lax and debauched. Under the rulership of Baron Sagewine Hogwarsh.



4. House Malbleat (Chaotic): Conniving and tyrannical. One of the ancient breggle noble houses, under the rulership of Lord Gryphius Malbleat.



5. House Mulbreck (Lawful): Reclusive and detached. Under the rulership of Lady Pulsephine Mulbreck.



6. House Murkin (Chaotic): Belligerent and ambitious. One of the ancient breggle noble houses, under the rulership of Lord Simeone Murkin.



7. House Nodlock (Neutral): Bombastic and decaying. Under the rulership of Lord Harald Nodlock.



8. House Ramius (Neutral): Dignified and shrewd. One of the ancient breggle noble houses, under the rulership of Lord Shadgore Ramius.



Magician

Connoisseurs of secret arcane lore who wield powerful magic.

Prime Abilities	Intelligence
Hit Points	1d4 per Level, +1 after Level 10
Combat Aptitude	Non-martial
Armour	None
Weapons	Dagger, holy water, oil, staff, torch

Magicians—sometimes called wizards or sorcerers—hone innate sparks of magical sensitivity through years of arduous study. Magicians are arcane generalists, accumulating secret lore from any source they can get their hands on—magic of illusion, crystalmancy, elementalism, conjuration, and sometimes even stolen Drune spells. Their accumulation of knowledge allows magicians to cast spells and to wield powerful magic items. Magicians begin play able to cast just a single spell each day, but gain access to extremely potent magic as they advance.

Starting Equipment

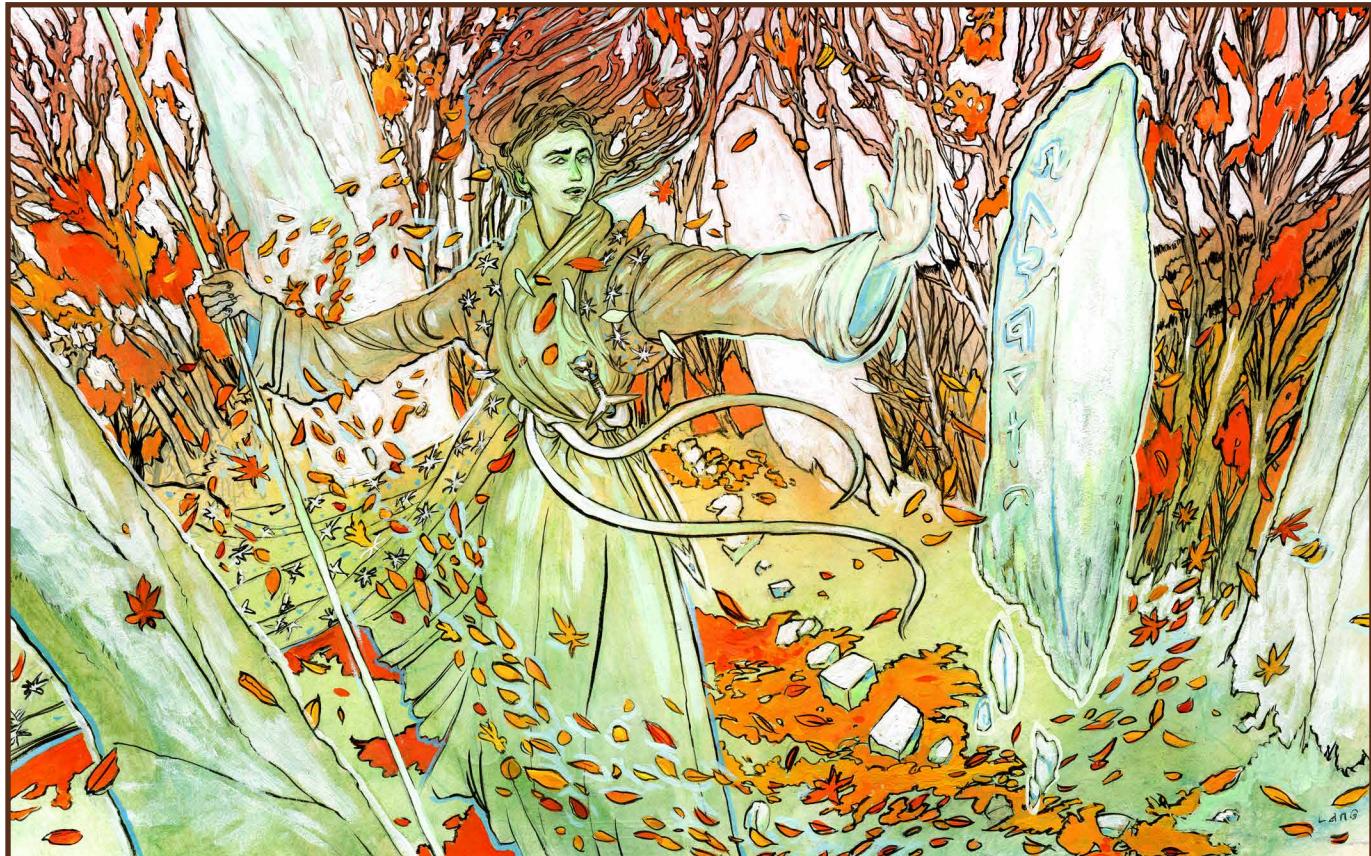
Weapon (roll 1d6): 1–3. Dagger. 4–6. Staff.

Class items: Ritual robes. A Level 1 magician starts play with a single spell book and has learned to cast the spells contained within. The player should roll or choose one of the books listed under *Starting Spell Books*.

Starting Spell Books

A Level 1 magician possesses a single spell book and has learned to cast the spells it describes. A magician's first spell book may be an item inherited from a mysterious ancestor, stolen from a cruel master, or meticulously copied under the tutelage of a mentor. The player should roll or choose one of the following books.

- Charms of the Fey Court:** Contains the following Rank 1 spells: *Fairy Servant, Ingratiate, Ventriloquism*.
- Hogbrand's Incandescence:** Contains the following Rank 1 spells: *Firelight, Ignite / Extinguish, Shield of Force*.
- Lord Oberon's Seals:** Contains the following Rank 1 spells: *Decipher, Glyph of Sealing, Vapours of Dream*.
- Oliphant's Folio:** Contains the following Rank 1 spells: *Crystal Resonance, Ioun Shard, Shield of Force*.
- Smythe's Illuminations:** Contains the following Rank 1 spells: *Decipher, Ignite / Extinguish, Ioun Shard*.
- The Treatise on Force and Dissolution:** Contains the following Rank 1 spells: *Crystal Resonance, Floating Disc, Vapours of Dream*.



MAGICIAN ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d4	+0	14	14	13	16	14
2	2,500	+1d4	+0	14	14	13	16	14
3	5,000	+1d4	+0	14	14	13	16	14
4	10,000	+1d4	+1	13	13	12	15	13
5	20,000	+1d4	+1	13	13	12	15	13
6	40,000	+1d4	+1	13	13	12	15	13
7	80,000	+1d4	+2	12	12	11	14	12
8	160,000	+1d4	+2	12	12	11	14	12
9	320,000	+1d4	+2	12	12	11	14	12
10	470,000	+1d4	+3	11	11	10	13	11
11	620,000	+1	+3	11	11	10	13	11
12	770,000	+1	+3	11	11	10	13	11
13	920,000	+1	+4	10	10	9	12	10
14	1,070,000	+1	+4	10	10	9	12	10
15	1,220,000	+1	+4	10	10	9	12	10

MAGICIAN SPELLS PER DAY

Level	Spell Rank					
	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	2	2	—	—	—	—
5	2	2	1	—	—	—
6	3	2	2	—	—	—
7	3	2	2	1	—	—
8	3	3	2	2	—	—
9	3	3	2	2	1	—
10	4	3	3	2	2	—
11	4	3	3	2	2	1
12	4	4	3	3	2	2
13	4	4	3	3	3	2
14	5	4	4	3	3	2
15	5	4	4	3	3	3

ARCANE MAGIC

See *Arcane Magic*, p78 for full details on arcane magic, including learning spells, spell memorisation, and the list of spells that magicians can learn.

Spell casting: The *Magician Spells Per Day* table shows the number of spells a magician may memorise, determined by the character's Level. For example, a Level 3 magician may memorise at most two Rank 1 spells and one Rank 2 spell.

Using magic items: Magicians can use magic items exclusive to arcane spell-casters (for example, magic wands or scrolls of arcane spells).

MAGICIAN SKILL TARGETS

Level	Detect Magic	Level	Detect Magic
1	6	6	4
2	6	7	4
3	5	8	4
4	5	9	3
5	5	10+	3

MAGICIAN SKILLS

Magicians have one additional, specialised skill. The *Magician Skill Targets* table lists the character's Skill Targets as they advance in level.

Detect Magic

A magician can attempt to detect the subtle resonances woven into an enchanted object, place, or creature. If the attempt succeeds, the magician knows if the object, place, or creature in question is magical—i.e. enchanted, affected by a spell, or possessed of innate magic of some kind.

Requirements: The magician must touch the object, place, or creature to be analysed and concentrate without distraction.

Time: Each attempt to detect magic requires 1 Turn.

Retrying: The magician may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Referee rolls: The Referee rolls all *Detect Magic Checks*, so that players do not know if the roll failed or if there is no magic present.

Downtime: Given an hour of solitude in a safe location, a magician automatically detects magic on an object, place, or creature.

Thief

Rogues who live by skills of deception and stealth.

Prime Abilities	Dexterity
Hit Points	1d4 per Level, +1 after Level 10
Combat Aptitude	Semi-martial
Armour	Light, no shields
Weapons	Small and Medium

nvetere scoundrels, thieves are always on the lookout for their next mark, scam, or get rich quick scheme. Many thieves are drawn to a life of adventure, relishing exploration, peril, and the promise of great wealth.

Starting Equipment

Armour (roll 1d6): 1–3. None. 4–6. Leather.

Weapons (roll 1d6 twice): 1. Club. 2. 3 daggers. 3. Longsword. 4. Shortbow + 20 arrows. 5. Shortsword. 6. Sling + 20 stones.

Class items: Thieves' tools.

BACK-STAB

Thieves are proficient in dealing deadly blows when attacking from behind with a dagger in melee.

Conditions: The thief must be positioned behind the target, and the target must be unaware of the thief's presence. If the thief successfully used their Stealth skill to hide or sneak, the target is considered unaware.

Type of target: Back-stab may only be used against mortals, fairies, or demi-fey of Small or Medium size.

Bonuses: The thief gains a +4 Attack bonus and inflicts 3d4 damage (modified by Strength) on a successful strike. Magic daggers also add their enchantment bonus to back-stab damage.

THIEF SKILLS

As they advance in level, thieves improve their chance of success with the Listen and Search skills. They also have six additional, specialised skills. The *Thief Skill Targets* table lists the character's Skill Targets as they advance in Level.

Climb Wall

A successful check allows a thief to climb vertical or very steep surfaces with only minimal handholds. The thief does not require any special climbing equipment.

Easier circumstances: Thieves make easier climbs without a roll (e.g. see *Climbing*, p150).

Long climbs: For climbs of over 100', a **Climb Wall Check** is required for each stretch of up to 100'. For example, a climb of 150' requires two checks.

Failure: The thief is unable to find suitable handholds and makes no progress with the climb.

Natural 1: On a roll of natural 1, the thief must **Save Versus Doom** or fall from the half way point, suffering 1d6 damage per 10' of the fall.

Retrying: The thief may retry failed attempts as often as they wish, each subsequent attempt requiring 1 Turn.

Decipher Document

A successful check allows a thief to understand the gist of a non-magical text in a language they do not speak, unravel a cypher, or identify cryptically labelled landmarks on a map.

Retrying: The thief may only attempt to read the same document again after gaining a Level.

Disarm Mechanism

A successful check allows a thief to disarm complex, clock-work-like trap mechanisms hidden in a lock, lid, door handle, or similar. Thieves' tools are required for disarming mechanism traps (see *Adventuring Gear*, p116).

Time: Each attempt to disarm a trap requires 1 Turn.

Retrying: The thief may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Natural 1: On a roll of natural 1, the thief must **Save Versus Doom** or accidentally spring the trap.

Legerdemain

A successful check allows a thief to pilfer a small item in the possession of another creature or perform a trick of sleight of hand, such as palming a small object or slipping a poison into a drink.

Difficulty: -1 penalty per three Levels of the victim or observer (e.g. a Level 6 target incurs a -2 penalty).

Natural 1: On a roll of natural 1, the thief must **Save Versus Doom** to avoid being noticed. The Referee determines the victim's reaction.

Pick Lock

A successful check allows a thief to open a lock without the key. Thieves' tools are required for picking locks (see *Adventuring Gear*, p116).

Time: Each attempt to pick a lock requires 1 Turn.

Retrying: The thief may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Difficult locks: The Referee may rule that certain locks are more difficult. Advanced locks incur a penalty to the **Pick Lock Check** or only allow a fixed number of attempts, after which the thief is stymied and may only try again after gaining a Level.

THIEF ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d4	+0	13	14	13	15	15
2	1,200	+1d4	+0	13	14	13	15	15
3	2,400	+1d4	+1	12	13	12	14	14
4	4,800	+1d4	+1	12	13	12	14	14
5	9,600	+1d4	+2	11	12	11	13	13
6	19,200	+1d4	+2	11	12	11	13	13
7	38,400	+1d4	+3	10	11	10	12	12
8	76,800	+1d4	+3	10	11	10	12	12
9	150,000	+1d4	+4	9	10	9	11	11
10	270,000	+1d4	+4	9	10	9	11	11
11	390,000	+1	+5	8	9	8	10	10
12	510,000	+1	+5	8	9	8	10	10
13	630,000	+1	+6	7	8	7	9	9
14	750,000	+1	+6	7	8	7	9	9
15	870,000	+1	+7	6	7	6	8	8

THIEF SKILL TARGETS

Level	Climb Wall	Decipher Doc.	Disarm Mech.	Legerde-main	Listen	Pick Lock	Search	Stealth
1	4	6	6	6	6	5	6	5
2	4	6	5	6	6	5	5	5
3	4	6	5	5	5	5	5	5
4	3	5	5	5	5	5	5	5
5	3	5	5	5	5	4	5	4
6	3	5	4	5	5	4	4	4
7	3	5	4	4	4	4	4	4
8	2	4	4	4	4	4	4	4
9	2	4	4	4	4	3	4	3
10	2	4	3	4	4	3	3	3
11	2	4	3	3	3	3	3	3
12	2	3	3	3	3	2	3	3
13	2	3	3	3	3	2	2	2
14	2	3	2	3	2	2	2	2
15	2	2	2	2	2	2	2	2

Stealth

Hiding: A thief may make a **Stealth Check** to remain undetected when shadows are the only cover available. See *Hiding and Ambushes* under **Stealth, p154**.

Sneaking: If a Surprise Roll indicates that a thief's party has been detected, the thief may make a **Stealth Check** to remain undetected. See *Surprise, p164* and *Sneaking* under **Stealth, p154**.

THIEVES' CANT

In addition to their native languages, thieves learn a secret language of gestures and code words that allows them to hide messages in seemingly normal conversations.

Customising Thief Skills (Optional Rule)

The **Thief Skill Targets** table lists the standard skill progression, granting a balanced advancement across all skills. Players wishing to customise their character's skill advancement may use this optional rule.

Base Skill Target: All skills begin at 6.

Expertise points: Thieves gain *expertise points* to improve their skills. Each point allocated to a skill lowers the Skill Target by 1.

At Level 1: At character creation, the player may allocate 4 expertise points.

Gaining Levels: At each Level gained, the player may allocate 2 expertise points.

Minimum Skill Target: No Skill Target may be lowered below 2.



Part Five

Magic



Magic. One word with so many meanings, some true and some false. I take umbrage that common folk call the prayers I make to the blessed saints holy “magic,” but such is a small suffering for those blessings. Meanwhile, arcane scholars wield eldritch formulae to bend reality to their will, enchanters and fairies deceive with a wave of the hand, and mosslings practise strange knacks that linger on the edge of where craft and magic meet. Strange powers abound in this world, good folk, and when we traffic with those powers we do so at risk to both body and soul. Tread carefully.”

—Brother Samwise Lank, wandering friar

Arcane Magic

The workings of magicians, learned by esoteric study and arduous practice.

Arcane spells take the form of patterns of magical energy imprinted into a character's mind (a process known as *memorising* a spell). When a spell is cast, its pattern is erased from the character's mind until it is memorised again.

SPELL RANKS

Spells are categorised by Rank, from Rank 1 (the least powerful) to Rank 6 (the most powerful). An arcane spell-caster's Level determines which Rank of spells they are able to cast.

SPELL BOOKS

Arcane spells are recorded in grimoires, treatises, tomes, and folios, collectively known as *spell books*. Arcane spell-casters collect and jealously hoard spell books, as these works of eldritch study are the primary source of their power.

Languages: Spell books may be written in common languages (e.g. Woldish, Old Woldish, Caprice, Drunic), in obscure or dead tongues, or occasionally in ciphers or magical script (using the *Arcane Cypher* spell).

LEARNING SPELLS

There are several means by which an arcane spell-caster learns new spells, each described below.

Spell Rank: It is only possible to learn spells of a Rank the character can memorise, according to their Class and Level.

Blank spell books: Unless learning spells by studying from a spell book, learned spells must be written into a spell book (see *Adventuring Gear*, p116). Up to three spells may be recorded in each spell book.

Learning From a Mentor

If a character has an established relationship with an arcane spell-caster of at least 3 Levels higher, they may be able to consult with them to learn new spells. Learning a new spell from a mentor takes 1 week. The mentor usually expects a service in return, perhaps sending the character on a quest of some kind.

Simple Spell Books (Optional Rule)

Groups wishing to avoid keeping track of collections of multiple spell books may rule instead that each caster maintains but a single book containing all the spells they have learned. In this case, all new spells learned are copied into the character's spell book.

Studying a Spell Book

As objects of great power, spell books are rarely found for sale, but they may be found in treasure hoards or stolen from rival spell-casters. To learn spells from a spell book, the character must be able to understand the written language (by dint of study or magic) and must spend time attempting to learn the spells it contains.

Learning: Learning a spell from a spell book requires 1 week of quiet study per Rank of the spell. The character must then make an **Intelligence Check**. If the check succeeds, they have learned the spell and may henceforth memorise it. If the check fails, the character may not try to learn this spell again before gaining a Level.

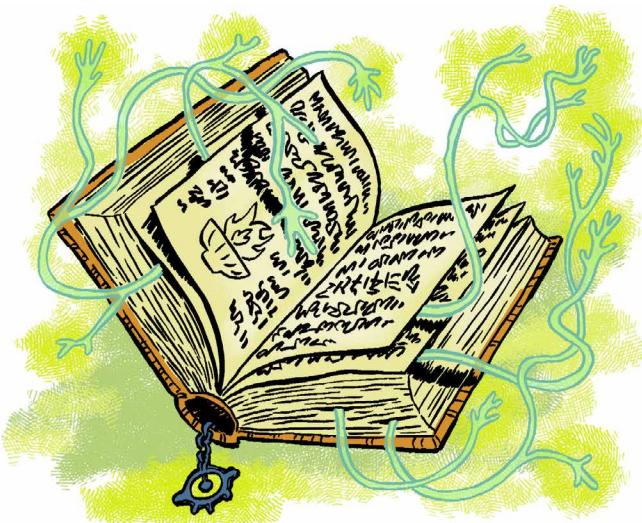
Researching a New Spell

Spells may also be added to a spell book by a process of research, requiring 2 weeks and 1,000gp per Rank of the spell. Any arcane spell listed in this book may be researched. Players may also sometimes wish to invent entirely new spells. In this case, the Referee must read the proposed spell description, decide if the spell can be researched, and set a Rank for the spell.

Chance of failure: Spell research is not always fruitful. There is a minimum 1-in-6 chance of failure, in which case the invested time and money are lost.

LOST SPELL BOOKS

In the event of disaster, an arcane spell-caster can rewrite spells they have learned into a blank spell book (see *Adventuring Gear*, p116) by a process of research. This requires 1 week and 1,000gp per Rank of spell to be rewritten. For example, rewriting three Rank 1 spells and one Rank 2 spell would require 5 weeks and 5,000gp.



MEMORISING SPELLS

An arcane spell-caster may memorise new spells once a day, imprinting the energy patterns of spells they have learned into their mind. Once memorised, a spell remains in the character's mind until cast.

Rest: A character can only memorise spells following a night's rest.

Time: Memorising spells requires 1 hour of quiet study.

Spell books: Spell books containing the spells to be memorised must be to hand.

Number of spells: The maximum number of spells an arcane spell-caster can imprint into their mind depends on their Class and Level.

Duplicate spells: Characters capable of memorising more than one spell of a given Rank may memorise multiple copies of the same spell.

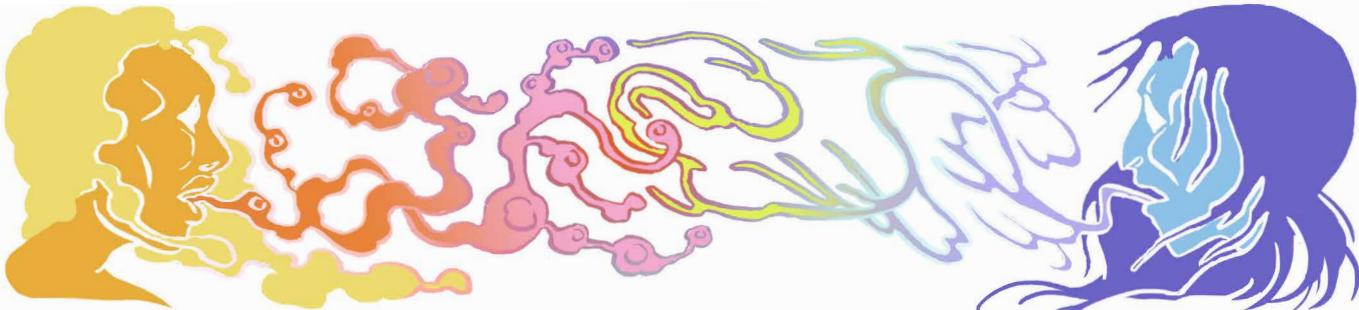
CASTING SPELLS

A memorised spell is cast by precisely replicating a specific set of hand gestures and mystical words. When a spell is cast, the imprinted pattern of magical energy is erased from the caster's mind until it is memorised again.

Freedom: The character must be able to speak and must have one hand free. An arcane spell-caster cannot cast spells if gagged, bound, or in an area of magical silence.

In combat: Casting a spell counts as the character's action in a Round, and the character may not move in the same Round as casting a spell. The intention to cast a spell must be declared before initiative is rolled. If the character is harmed before their initiative, the spell is disrupted (see *Combat*, p166).

Cumulative effects: If multiple spells increasing the same statistic (e.g. bonuses to Attack, AC, damage, Saving Throws, etc.) are cast on a single subject, only the most powerful has effect.



RANK 1 ARCANE SPELLS

#	Spell
1	Crystal Resonance
2	Decipher
3	Fairy Servant
4	Firelight
5	Floating Disc
6	Glyph of Sealing
7	Ignite / Extinguish
8	Ingratiate
9	Ioun Shard
10	Shield of Force
11	Vapours of Dream
12	Ventriloquism

RANK 2 ARCANE SPELLS

#	Spell
1	Arcane Cypher
2	Dweomerlight
3	Flaming Spirit
4	Glyph of Locking
5	Invisibility
6	Knock
7	Levitate
8	Mind Crystal
9	Mirror Image
10	Perceive the Invisible
11	Phantasm
12	Web

RANK 3 ARCANE SPELLS

#	Spell
1	Circle of Invisibility
2	Crystal Vision
3	Dark Sight
4	Dispel Magic
5	Fireball
6	Fly
7	Haste
8	Lightning Bolt
9	Missile Ward
10	Paralysation
11	Serpent Glyph
12	Water Breathing

RANK 4 ARCANE SPELLS

#	Spell
1	Acid Globe
2	Arcane Eye
3	Confusion
4	Dimension Door
5	Dominate
6	Hallucinatory Terrain
7	Hex Weaving
8	Plant Growth
9	Polymorph
10	Wall of Fire
11	Wall of Ice
12	Woodland Veil

RANK 5 ARCANE SPELLS

#	Spell
1	Air Sphere
2	Animate Dead
3	Cloudkill
4	Conjure Elemental
5	Fabricate
6	Feeblemind
7	Mire
8	Passwall
9	Sending
10	Telekinesis
11	Teleport
12	Wall of Stone

RANK 6 ARCANE SPELLS

#	Spell
1	Anti-Magic Ward
2	Control Weather
3	Disintegrate
4	Dweomerfire
5	Geas
6	Invisible Stalker
7	Move Terrain
8	Oracle
9	Petrification
10	Project Image
11	Wave of Force
12	Word of Doom

Rank 1 Arcane Spells

The most basic spells worthy of an adventuring magician.

CRYSTAL RESONANCE

Duration: Special

Range: 10'

Allows the caster to attune a gem or crystal (of at least 50gp value) to copy certain energies from the environment or to release copied energies. The spell manifests one of the following effects when cast:

- Imprint:** Holding the crystal aloft for 1 Turn, the caster imprints it from the surroundings (the area within range). A single type of energy (see *Types of Energy*) may be imprinted into the crystal. Any energy previously absorbed into the crystal is replaced. There is a 1-in-20 chance of the crystal shattering and becoming useless.
- Release:** Causes a previously imprinted crystal to reproduce the stored energy in the environment it now occupies (the area within range). Released energies only reproduce normal ambient conditions and cannot cause damage, blindness, deafness, or other special effects.

Types of Energies

Light: The lighting qualities of an environment may be absorbed and reproduced, causing an area of light, gloom, shadow, and so forth to be emitted from the crystal for 1 Turn per Level of the caster.

Images: A static snapshot of the crystal's environment can be absorbed for later examination. The image is reproduced for 1 Turn.

Sound: Any sound emitted during the 1 Turn absorption time is recorded and may be reproduced.

Temperature: Warmth or cold may be absorbed into the crystal and re-emitted for 1 Turn per Level of the caster.

DECIPHER

Duration: 2 Turns

Range: 5'

Script which the caster passes their hand over writhes, glows, and temporarily transforms into common Woldish text with the same meaning.

Script: Written information in any language, including coded messages or symbols (e.g. on treasure maps) may be deciphered by this spell.

Instances: Multiple separate scripts can be translated while the spell lasts, but all revert to their original form once the duration ends.

FAIRY SERVANT

Duration: 6 Turns

Range: 30'

Summons an invisible sprite who performs the caster's bidding if gifted a pretty trinket (worth at least 50gp) or a portion of magical fungus. The gift vanishes instantly.

Tasks: The sprite can manipulate small objects (e.g. open a door, flip the pages of a book, pick up and drop a small stone) or perform basic tasks such as cleaning or folding clothes.

Capabilities: The sprite can fly and can carry or manipulate objects weighing up to 80 coins. It cannot fight but may be attacked by creatures that can see the invisible.

Fairy Servant

SMALL FAIRY—SEMI-INTELLIGENT—NEUTRAL

Level 1 AC 15 HP 1 Saves D12 R13 H14 B15 S16
Att None Fly 20 Morale 12 XP 10

FIRELIGHT

Duration: 6 Turns + 1 Turn per Level

Range: The caster

Conjures a ball of flickering flame around the caster's hand, floating above their shoulder, or around object held.

Light: The flame sheds light in a 15' radius, sufficient for reading, but not as bright as daylight.

Heatless: The conjured flame does not produce heat and cannot be used to ignite objects or cause damage.

Flare: With a magic word, the caster may command the flame to flare suddenly. All within 30' who see the flare must **Save Versus Spell** or be dazzled, suffering a -2 penalty to Attack Rolls for 1d4 Rounds. The caster is not affected by the flare, but allies may be unless warned to close their eyes. After flaring, the flame disappears and the spell ends.

FLOATING DISC

Duration: 6 Turns

Range: 6'

Conjures a disc of magical force that can carry loads. The disc is invisible, but the caster can sense its location.

Dimensions: The disc is shaped like a round shield—about 3' across and slightly concave.

Load: The disc can hold up to 5,000 coins of weight.

Motion: The disc floats at waist height, following the caster as they move.

Expiration: Anything placed on the disc is dropped when it disappears at the end of the spell's duration.

GLYPH OF SEALING

Duration: 2d6 Turns

Range: 30'

A glowing rune appears on a single closed door, gate, lid, or similar portal of the caster's choosing, magically preventing it from being opened.

Opening by magic: A Knock spell opens the sealed portal instantly, dispelling the *Glyph of Sealing*.

Opening by force: Creatures 3 Levels or more above the caster can open the sealed portal with 1 Round of effort.

IGNITE / EXTINGUISH

Duration: Instant

Range: 30'

Manifests one of the following effects when cast:

- Ignite:** One stream of sparks per Level of the caster shoots from the caster's hand toward one or more targets. Targeted light sources are ignited. Targeted creatures must **Save Versus Ray** or suffer 1 damage per stream of sparks directed at them.
- Extinguish:** Whirling zephyrs instantly snuff out up to one flame per Level of the caster. Flames up to the size of a burning torch may be affected. If a flame is held by a creature, they may **Save Versus Spell** to prevent the flame from being extinguished.

INGRATIATE

Duration: 3 Turns

Range: Object touched

Enchants a small object with the power to charm a person who willingly accepts it as a gift.

Recipient: A single mortal, fairy, or demi-fey who accepts the enchanted object must **Save Versus Spell** or be charmed.

Restrictions: Large creatures or those of below Sentient intelligence are immune.

Charm duration: The charm lasts indefinitely, but the subject makes a further **Save Versus Spell** once per day. If one of these saves succeeds, the charm ends.

Friendship: The subject regards the caster as a close friend and comes to the caster's defence.

Commands: If they share a language, the caster may give the charmed subject commands, which they obey.

Resisting commands: Subjects resist commands that contradict their habits or Alignment. Suicidal or clearly harmful commands are always refused.



IOUN SHARD

Duration: 2 Turns

Range: 120'

Conjures a glowing shard of vividly coloured crystal that slowly orbits the caster's head at a distance of 1'. At the time of casting or at any point in the spell's duration, the caster may choose to fire the shard at a visible target within range.

Hit: The shard hits the target without fail (no Attack Roll or Saving Throw).

Damage: The shard inflicts 1d6+1 damage.

One use: Once fired, the shard is destroyed.

At higher Levels: Higher-Level casters may conjure one additional shard per 3 Levels: two at Level 4, three at Level 7, four at Level 10, etc. Multiple shards may be fired simultaneously and may be directed at a single target.

SHIELD OF FORCE

Duration: 2 Turns

Range: The caster

Conjures an invisible barrier of magical force that defends the caster from harm, shimmering and crackling with any deflected attacks.

Ioun shards: The barrier unfailingly deflects *Ioun Shards*.

Missile attacks: The barrier grants the caster AC 17.

Other attacks: The barrier grants the caster AC 15.

VAPOURS OF DREAM

Duration: Concentration, up to 1 Round per Level

Range: 240'

A roiling, violet vapour drifts from a point within range, flowing in a direction of the caster's choosing.

Flow: On the first Round, the vapour fills a 10' cube around the origin point. Each subsequent Round, it fills another 10' cube adjacent to the origin point or to a previously filled area.

Concentration: If the caster is harmed, moves, or takes any other action, the spell ends.

Dissipation: The vapour dissipates when the spell ends.

Effects: Living creatures of Level 4 or lower inside the vapour must **Save Versus Spell** or fall into a deep sleep filled with delirious dreams, lasting for 4d4 Turns.

Killing: A single attack with a bladed weapon kills a sleeping creature enchanted by the vapour.

Awakening: Enchanted creatures can be forcefully awakened (e.g. by slapping).

VENTRILOQUISM

Duration: 2 Turns

Range: 60'

The caster's voice emanates from anywhere within range (e.g. a statue, a tapestry, an animal).

Rank 2 Arcane Spells

Spells of significant utility to the adventuring magician.



ARCANE CYpher

Duration: Permanent

Range: 5'

Script which the caster passes their hand over glows and is transformed into arcane sigils incomprehensible to all except the caster.

Volume: The text of a single spell in a spell book may be affected, or up to 1 page of normal text per Level of the caster. Magical text cannot be affected.

Deciphering: The *Arcane Cypher* is only decoded by magic (e.g. by the *Decipher* spell).

DWEOMERLIGHT

Duration: 6 Turns

Range: 30'

Magical energy within range glows in scintillating colours.

Magic items and enchantments: Magic items and areas, objects, or creatures under the influence of magic are caused to glow.

Spell-casting: Spells produce vivid streaks of light, irrefutably indicating the source and target.

Memorised spells: The imprinted energy patterns of memorised arcane spells glow, surrounding arcane spell-casters' heads with a halo of rainbow hues.

FLAMING SPIRIT

Duration: 1 Round per Level

Range: 60'

Conjures a whirling streak of crackling, white flame that whiskers to and fro at the caster's command.

Directing: Each Round, the caster may command the flame to streak towards a target within 30' of its current location. The target must **Save Versus Ray** or suffer 1d6 damage.

GLYPH OF LOCKING

Duration: Permanent

Range: 30'

A glowing rune appears on a single closed door, gate, lid, or similar portal of the caster's choosing, magically locking it.

Rune: The rune becomes invisible 1 Turn after casting but may be detected by magic (e.g. *Dweomerlight*, *Perceive the Invisible*).

Bypassing: The caster may temporarily bypass or permanently end the spell at will.

Password: The caster may specify a password, allowing others to pass through the locked portal.

Higher-Level casters: Arcane spell-casters 3 or more Levels higher than the caster of the *Glyph of Locking* may pass through the locked portal.

Knock spells: Disable the *Glyph of Locking* for 1 Turn.

INVISIBILITY

Duration: 1 hour per Level

Range: 240'

The caster (or another creature or object of the caster's choosing) shimmers and disappears from sight.

If cast on a creature: Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items subsequently put down become visible. If the subject attacks or casts a spell, the invisibility is broken and the spell ends.

Light sources: If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

KNOCK

Duration: Instant

Range: Door or portal touched

The caster knocks on a single closed door, gate, lid, or similar portal with their hand or a staff. The portal groans, grumbles, and magically opens.

Locks and bars: Are unlocked or removed.

Magical seals: *Glyphs of Sealing* are dispelled. Other magical seals (e.g. *Glyphs of Locking*) are disabled for 1 Turn.

Secret doors: May be opened, but they must be known to the caster.

LEVITATE

Duration: 6 Turns +1 per Level

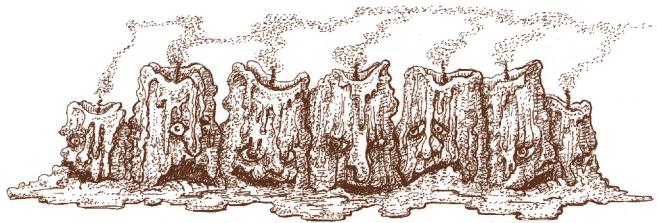
Range: The caster

Untethered from the force of gravity, the caster may move up and down through the air at will.

Vertical movement: Up to 20' per Round.

Horizontal movement: The caster can move laterally by pushing against solid objects (e.g. a ceiling).

Weight: The caster can carry a normal amount of weight while levitating.



MIND CRYSTAL

Duration: 12 Turns

Range: 60'

Attunes a gem or crystal (of at least 250gp value) to the subtly radiating energies of living minds, allowing the caster to detect the presence of creatures and perceive their thoughts.

Focus for 1 Turn: To pick up thoughts, the caster must hold the crystal aloft and focus their concentration in a particular direction for 1 Turn without moving.

After 1 Turn: The crystal projects the thoughts of all creatures within range in the chosen direction into the caster's mind.

Multiple creatures: If multiple creatures are within range in the direction being focused on, the caster perceives an incomprehensible mix of all their thoughts. If the caster focuses for an additional Turn, they can isolate a single creature's thoughts.

Obstructions: This spell is blocked by 2' of rock or a thin layer of lead.

MIRROR IMAGE

Duration: 6 Turns

Range: The caster

In a brief flash of prismatic light, 1d4 illusory images of the caster appear.

Behaviour: The mirror images look and behave exactly as the caster, remaining within 3'.

Speech and spells: The caster's voice, as well as any subsequent spells cast, emanate randomly from one of the mirror images or the caster's true form.

Attacks on the caster: Destroy one of the mirror images (even if the attack misses).

PERCEIVE THE INVISIBLE

Duration: 6 Turns

Range: 10' per Level

Invisible creatures and objects in range become visible to the caster, outlined in glittering gold.

PHANTASM

Duration: Concentration

Range: 240'

A silent, translucent illusion of the caster's choosing manifests in a 20' cube area. Three types of illusions may be created:

- 1. A scene:** Either changing the appearance of the affected area or creating the appearance of something new in the area. The scene disappears if touched.
- 2. An illusory attack:** For example, an avalanche, a falling ceiling, an offensive spell, etc.
- 3. An illusory monster:** Of Level no greater than the caster's. The monster may be directed to attack, having all its normal capabilities and attack forms. It has Armour Class 10 and vanishes if hit in combat.

Viewing: The illusion insinuates its way into the minds of those who look upon it. Viewers must **Save Versus Spell** or believe the illusion to be real, even if others claim it to be unreal. Those who make the save perceive the illusion as a lifeless, translucent image.

Illusions from imagination: If the illusion is of something the caster has not personally seen, viewers gain a +4 bonus to their save.

Damage: Illusory attacks and monsters may appear to inflict damage, but no real damage or permanent effects are ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone is actually temporarily paralysed, and so on. Illusory damage and effects last for 1d4 Turns.

Concentration: If the caster is harmed, moves, or takes any other action, the spell ends.

WEB

Duration: 2 Turns per Level

Range: 30'

Conjures a volume of sticky webbing, blocking a 10' cube area.

Entanglement: Gluey fibres entangle creatures caught inside the web's area. Creatures who run into the web also become entangled. Entangled creatures cannot move.

Breaking free: Characters with Strength below 13 cannot break free. Those with Strength 13 or above can break free in 1d4 Turns. Large creatures of greater than human Strength can break free in 1d4 Rounds.

Flammable: The web can be destroyed by fire in 2 Rounds. Creatures caught within flaming webs suffer 1d6 damage.

Rank 3 Arcane Spells

Spells of great potency wielded by experienced magicians.

CIRCLE OF INVISIBILITY

Duration: 1 hour per Level

Range: 120'

A selected creature and all creatures within 10' of it shimmer and disappear from sight.

Mobile area: The 10' radius circle of the spell's effect moves with the chosen creature.

Exiting the area: Subjects that move more than 10' away from the chosen creature become visible.

Entering the area: Creatures that move into the area after the spell is cast do not become invisible.

Gear: Any gear a subject is carrying is also rendered invisible (this includes clothing and armour). Items subsequently put down become visible. Carried light sources become invisible but the emitted light does not.

Breaking the invisibility: If a subject attacks or casts a spell, the invisibility is broken for that subject.

CRYSTAL VISION

Duration: 12 Turns

Range: 60'

Attunes a gem or crystal (of at least 500gp value) to pick up the visual impressions of living creatures, allowing the caster to see through others' eyes.

Focus for 1 Turn: To establish a connection with a creature, the caster must gaze into the crystal and focus their concentration in a particular direction for 1 Turn without moving.

After 1 Turn: Facets of the crystal reflect silent images of the current visual perceptions of one creature within range.

Multiple creatures: If multiple creatures are within range in the direction being focused on, the crystal connects with the closest.

Switching: Once a connection is established, the caster may choose to maintain it or to change to another subject.

Obstructions: This spell is blocked by 2' of rock or a thin layer of lead.

DARK SIGHT

Duration: 1 day

Range: The caster or a creature touched

The subject gains the ability to see normally in darkness up to 60'.

DISPEL MAGIC

Duration: Instant

Range: 120'

All spell effects in a 20' cube within range are unravelled, disintegrating in coils of coloured energy.

Caster Levels: Effects created by lower Level casters are automatically dispelled. There is a 5% chance per Level difference that a higher-Level caster's magic resists the attempt to dispel it and persists.

Magic items: Are unaffected.

Curses: Those incurred by a spell (e.g. *Hex Weaving*) are affected. Those incurred by a magic item are unaffected.



FIREBALL

Duration: Instant

Range: 240'

Flame streaks from the caster's finger towards a point within range and detonates in a roaring 20' radius sphere of fire.

Damage: Creatures caught in the fireball suffer 1d6 damage per Level of the caster, with a successful **Save Versus Blast** indicating half damage.

FLY

Duration: 1d6 Turns +1 per Level

Range: The caster or a creature touched

Commands the wind to service, wrapping the subject in swirling zephyrs that lift them through the air.

Free movement: The subject can command the zephyrs to carry them through the air in any direction, including the ability to levitate and to hover in mid-air.

Speed: The subject can fly at Speed 120.

HASTE

Duration: 3 Turns

Range: 240'

The spirits of up to 24 creatures (of the caster's choosing) in a 30' radius are quickened, enabling them to move and act twice as quickly as normal.

Movement: Subjects' Speed is doubled.

Attacks: Subjects make twice the normal number of attacks per Round.

Spells and magic items: The number of spells a subject may cast per Round is not doubled. Likewise, the use of magic items such as wands is not doubled.

LIGHTNING BOLT

Duration: Instant

Range: 180'

A bolt of lightning 60' long and 5' wide streaks from a point within range.

Damage: Creatures caught in the lightning bolt suffer 1d6 damage per Level of the caster, with a successful **Save Versus Ray** indicating half damage.

Bouncing: If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

MISSILE WARD

Duration: 12 Turns

Range: 30'

Places a warding dweomer upon a single subject in range, providing complete protection from normal missiles, which shatter or splinter 1" away from the subject's flesh.

Warding: The subject is completely unharmed by normal-sized, non-magical missiles (e.g. arrows, sling stones, spears).

Other missiles: No protection is granted against gargantuan missiles (e.g. hurled boulders) or enchanted missiles.

PARALYSATION

Duration: 6 Turns

Range: 60'

A number of creatures within a 20' cube are afflicted with the terrifying phantasm of being paralysed (aware but unable to move or act).

Number of creatures affected: Creatures whose Levels total up to twice the caster's Level. Creatures of the lowest Level are affected first. For example, if a Level 4 caster targets a group of four Level 1 and five Level 2 creatures, all four Level 1 creatures and two of the Level 2 creatures are affected (a total of 8 Levels).

Resisting: Each target may **Save Versus Hold** to resist the phantasm.

Restrictions: Mindless creatures are unaffected.

Cancelling: The caster may cancel the spell at will.



SERPENT GLYPH

Duration: Permanent until triggered

Range: Touch

The caster traces a magical, serpent-shaped warding glyph upon a page of text or a surface, followed by a sprinkling of powdered amber (100gp value).

Cast on a text: The glyph quickly mingles into the script. It can only be detected by magic. Reading the page triggers the warding magic.

Cast on a surface: The glyph remains visible, glowing pale yellow. Touching the surface triggers the warding magic.

When triggered: A glowing, serpent-like form leaps from the glyph and makes a single attack against the nearest creature. Its Attack is equal to the caster's Level.

If the attack hits: The victim is frozen in a glittering amber bubble of time distortion for 1d4 days (or until dispelled or released by the caster). While trapped, the victim is in temporal stasis and cannot move, perceive, think, or act. Likewise, the bubble cannot be moved or penetrated.

If the attack misses: The serpent dissipates with a flash, a bang, and a puff of smoke.

WATER BREATHING

Duration: 1 day

Range: 30'

Bestows the ability to breathe water upon a single subject.

Breathing air: The spell does not affect the subject's ability to breathe air.

Underwater movement: Swimming is not enhanced or affected.

Rank 4 Arcane Spells

Powerful workings of magic wielded by expert magicians.

ACID GLOBE

Duration: Instant

Range: 150'

A 1' globe of potent, sickly-green acid streaks from the caster's finger and strikes a target within range.

Damage: The target suffers 1d4 damage per Level of the caster, with a **Save Versus Blast** allowed for half damage. If the save fails, the target again suffers 1d4 damage per Level of the caster in the following Round, as the acid drips off.

Splash damage: All within 5' of the target must also **Save Versus Blast** or suffer 2d4 damage.

ARCANE EYE

Duration: 6 Turns

Range: 240'

An invisible, magical eye is conjured that allows the caster to see at a distance.

Concentration: By concentrating, the caster can see through the eye and can direct it to move within range (up to 120' per Turn).

Vision: The magical eye can see up to 60' even in complete darkness.

Barriers: Though invisible, the eye is tangible (as big as a normal human eye). It cannot pass through solid barriers.

CONFUSION

Duration: 12 Rounds

Range: 120'

3d6 randomly determined creatures within a 30' radius area are stricken with delusions and become unable to control their actions.

Subjects of Level 3 or greater: May **Save Versus Spell** each Round to resist the spell's effect, acting with free will that Round if they make the Saving Throw.

Subjects of Level 2 or lower: May not make a Saving Throw.

Behaviour: Roll on the **Subject Behaviour** table separately for each affected subject each Round to determine how that subject acts that Round.

SUBJECT BEHAVIOUR

2d6 Behaviour

2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

DIMENSION DOOR

Duration: 1 Round

Range: 10' / 360'

A pair of glowing, door-shaped rifts in the fabric of space open up for a moment—one within 10' of the caster and the other at a chosen destination location.

Stepping through: A single creature may step through the nearby door and instantly exit the destination door. Transfer in the other direction is impossible.

Destination: The exit portal may be positioned in one of two ways: either a location within 360' known to the caster or a location specified by a series of offsets totalling at most 360' (e.g. 120' north, 160' east, 80' up).

Occupied destination: The spell has no effect if the destination is occupied by a solid object.

Unwilling subjects: The caster may forcibly transport a creature within 10' by manifesting the nearby door beside them. The target must **Save Versus Hold** or be sucked through the dimensional door.

DOMINATE

Duration: Permanent until broken

Range: 120'

Places a powerful charm on one or more living creatures.

Subjects: Either 3d6 creatures of up to Level 3 or a single creature of higher Level, as chosen by the caster. Each subject must **Save Versus Spell** or be charmed.

Charm duration: The charm lasts indefinitely, but each subject makes a further **Save Versus Spell** once per day. If one of these saves succeeds, the charm ends.

Friendship: Subjects regard the caster as a close friend and come to the caster's defence.

Commands: If they share a language, the caster may give the charmed subjects commands, which they obey.

Resisting commands: Subjects may resist commands that contradict their habits or Alignment. Suicidal or clearly harmful commands are always refused.

HALLUCINATORY TERRAIN

Duration: Permanent until touched

Range: 240'

Conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or disguises an existing terrain feature.

Area: The illusion must fit completely within range.

Touching: If an intelligent being touches the illusion, it vanishes, ending the spell.

HEX WEAVING

Duration: Instant or permanent

Range: The caster or a creature touched

Weaving the threads of fate surrounding the subject, this spell manifests one of the following effects when cast:

- Removing a curse:** The subject is permanently cured of the affliction of a single curse. This spell may be used to enable a character to discard a cursed magic item. The duration is instant.
- Placing a curse:** The subject must **Save Versus Spell** or suffer from a deleterious effect of the caster's choosing. Maximum possible effects include: a -2 Saving Throw penalty, a -4 Attack Roll penalty, halving an Ability Score. The duration is permanent.

Multiple curses: So long as each has a unique effect, multiple curses may afflict the same creature.

PLANT GROWTH

Duration: Permanent

Range: 120'

A dense, thorny thicket of vines and brambles overwhelms an area of normal woodland or scrub within range.

Area: An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc.).

Passage: Large creatures can push through at half Speed. Smaller creatures can hack through at 10' per Turn.

POLYMORPH

Duration: 1d6 Turns + 1 Turn per Level or permanent

Range: 60'

Transforms the caster or another living subject into another type of living creature, as chosen by the caster.

Cast on self: The transformation fails if the new form's Level is greater than the caster's. The transformation does not alter the caster's Hit Points, Save Targets, Attack, or intelligence. Physical capabilities of the new form (e.g. strength, physical attack forms, modes of movement) are acquired. Non-physical special traits or powers (e.g. immunities, breath weapons, spell casting) are not acquired. While polymorphed, the caster is unable to cast spells. The duration is 1d6 Turns + 1 Turn per Level.

Cast on another: The transformation fails if the new form's Level is greater than double the caster's. The transformation does not alter the subject's Hit Points, but the subject otherwise truly becomes the new form: all special traits and powers are acquired, along with behavioural patterns, tendencies, and intelligence. The duration is permanent.

Specific individuals: The spell cannot be used to duplicate a specific individual.

Reversion: If the subject dies while polymorphed, they return to their original form.

Resisting: An unwilling subject may **Save Versus Spell** to resist being transformed.

WALL OF FIRE

Duration: Concentration + 1 Round per Level

Range: 60'

Conjures an opaque curtain of raging flame, shaped as the caster wishes.

Shape: The wall is 6" thick and forms either as a straight line (up to 60' long and up to 20' high) or a ring (up to 20' diameter and up to 20' high).

Location: The wall cannot be created in an area occupied by objects.

Creatures of Level 4 or greater: Can pass through the wall, but suffer 3d6 damage (double for cold-based creatures and undead).

Creatures of Level 3 or lower: Cannot pass the wall.

Concentration: The wall persists as long as the caster concentrates on the spell and does not move. When concentration ends, the wall remains for 1 Round per Level.

WALL OF ICE

Duration: 12 Turns

Range: 120'

Conjures a semi-transparent sheet of ice, shaped as the caster wishes.

Shape: The wall is 6" thick and forms either as a straight line (up to 60' long and up to 20' high) or a ring (up to 20' diameter and up to 20' high).

Location: The wall must be supported (e.g. by the ground) and cannot be created in an area occupied by objects.

Creatures of Level 4 or greater: Can break a 5' wide hole through the wall, given suitable tools (e.g. mining picks, sledgehammers) and 1d6 Turns of effort. Creatures breaking through suffer 2d6 damage due to chunks of ice (double for fire-based creatures).

Creatures of Level 3 or lower: Cannot break the wall.

WOODLAND VEIL

Duration: Permanent

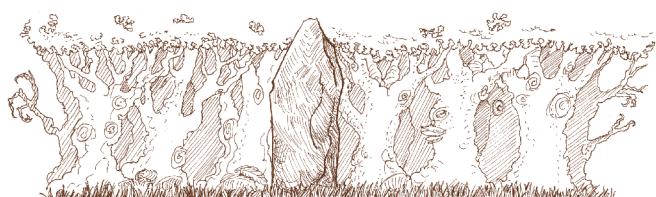
Range: 240'

Up to 100 Small or Medium creatures (chosen by the caster) within a 120' radius area are veiled by illusion, appearing as a copse of trees or an orchard.

Moving through: Once the illusion is in place, even creatures moving among the veiled subjects are deceived.

Leaving the area: Subjects who leave the affected area cease to be veiled.

Dismissing: The caster may dismiss the illusion in its entirety at any time.



Rank 5 Arcane Spells

Mighty spells wielded by master magicians.

AIR SPHERE

Duration: 1 Turn per Level

Range: 10' around the caster

When immersed in water, the caster is surrounded by a 10' radius sphere of breathable air.

Mobile area: The 10' radius sphere of the spell's effect moves with the caster.

Underwater movement: Swimming is not enhanced or affected.

ANIMATE DEAD

Duration: Permanent until slain

Range: 60'

Medium humanoid corpses or skeletons of the caster's choosing rise as undead under the caster's command.

Number: 1 corpse or skeleton per Level of the caster.

Stats: Whatever their capabilities during life, all created undead use the stats below. They are unable to use any special traits or powers (including spell casting) possessed in life.

Duration: The reanimating magic remains active until dispelled or until the undead are slain.

Animated Dead

MEDIUM UNDEAD—MINDLESS—CHAOTIC

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16

Att Weapon (+0) Speed 20 Morale 12 XP 10

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream, Paralysation, Dominate*).

CLOUDKILL

Duration: 6 Turns

Range: 30'

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area in front of the caster.

Movement: The fog moves at Speed 10, driven by the wind or, in still conditions, away from the caster.

Sinking: Because the fog is denser than air, it sinks to the lowest point, flowing down hills, into holes, and so forth.

Damage: All creatures in contact with the fog suffer 1 damage per Round.

Creatures of Level 4 or lower: Must also Save Versus Doom (once per Round of contact) or die.

CONJURE ELEMENTAL

Duration: Permanent until dismissed or slain

Range: 240'

Conjures a giant being formed of pure elemental matter (air, earth, fire, or water) to do the caster's bidding.

Materials: The spell requires a large volume of the appropriate element.

Concentration: If the caster is harmed, moves at greater than half Speed, or takes any other action, their command over the elemental ends. An elemental unchained from a caster's control immediately attempts to murder its creator and any who get in its way.

Dismissing: While control over the elemental is maintained, the caster may dismiss it at any time, returning it to inert matter.

Elemental

LARGE CONSTRUCT—MINDLESS—NEUTRAL

Level 16 AC 21 HP 16d8 (72) Saves D2 R3 H4 B5 S6

Att Blow (+11, 3d8) Speed By type Morale 12 XP 3,050

Construct: Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream, Paralysation, Dominate*).

Immunities: Only harmed by magic or magic weapons.

Air: 32' high, 8' wide vortex of whirling air. +1d8 damage against flying creatures. Speed 120.

Earth: 16' high humanoid figure of earth or stone. Cannot cross water wider than 16'. +1d8 damage against creatures on the ground. Speed 20.

Fire: 16' high, 16' wide column of whirling fire. Cannot cross water wider than 16'. +1d8 damage against cold-based creatures. Speed 40.

Water: 8' high, 32' wide wave of water. Must remain within 60' of water. +1d8 damage against creatures in water. Speed 20 (swimming 60).

FABRICATE

Duration: Permanent

Range: 60'

Disassembles raw, inanimate materials within range and weaves them into objects of the caster's choosing.

Objects: Any simple object typically constructed from the raw materials may be fabricated. For example, a door could be made from trees, clothing from wool, etc.

Size of objects: Up to 1 cubic yard per Level of the caster. For objects fabricated from minerals: up to 1 cubic foot per Level of the caster.

FEEBLEMIND

Duration: Permanent

Range: 240'

An arcane spell-caster within range must **Save Versus Spell** (at a -4 penalty) or be severely reduced in cognitive and magical aptitude.

Effects: Intelligence reduced to 3. Unable to think clearly or cast spells.

MIRE

Duration: 3d6 days

Range: 120'

Transforms a surface of sand, earth, or rock into a sticky mire of thick mud.

Area: Up to 3,000 square feet, 10' deep.

Movement: Creatures in the mud move at 10% of their normal Speed. For example, a creature with Speed 30 could move 3' per Round in the mire.

Sinking: Creatures heavy enough to sink in mud (per the Referee's judgement) sink at a rate of 1' per Round, unless able to grasp support. Completely submerged creatures drown (see *Suffocation*, p154).

PASSWALL

Duration: 3 Turns

Range: 30'

A 5' diameter hole is temporarily opened in solid rock or stone, forming a passageway up to 10' deep.

SENDING

Duration: Instant

Range: Unlimited

The caster sends a mental message to another creature.

Recipient: The caster must be familiar with the recipient, including their name and appearance. The recipient must be of at least Animal Intelligence.

Message: The message may be up to 25 words. It is understood by the recipient, irrespective of language.

TELEKINESIS

Duration: Concentration (up to 6 Rounds)

Range: 120'

By concentrating, the caster is able to move an object or creature by the power of thought.

Weight: Up to 200 coins of weight per Level of the caster.

Movement: The caster may move the target up to 20' per Round in any direction desired (including vertically).

Resisting: If a creature is targeted, it may **Save Versus Hold** to resist the spell. If a held object is targeted, the owner may likewise **Save Versus Hold** to resist the spell.

Concentration: If the caster is harmed, moves, or takes any other action, the spell ends.

TELEPORT

Duration: Instant

Range: 10'

The caster or a chosen creature vanishes and reappears at a location of the caster's choosing.

Gear: The subject is teleported with all its gear, up to its maximum load.

Resisting: An unwilling subject may **Save Versus Spell** to resist the teleportation.

Destination: May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (The caster may not intentionally teleport a subject into mid-air or into solid matter.)

Risk: When teleporting, there is a risk of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see below). Roll d100 and consult the *Teleport Result* table.

Too high: The subject appears $1d10 \times 10'$ above the intended destination. If this is inside solid matter, the subject dies instantly. Otherwise, they fall from a height.

Too low: The subject appears $1d10 \times 10'$ below the intended destination. If this is inside solid matter, the subject dies instantly.

TELEPORT RESULT

Knowledge of Dest.	Intended Dest.	Too High	Too Low
Scant	01–50	51–75	76–00
Moderate	01–80	81–90	91–00
Exact	01–95	96–99	00

Scant: A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.

Moderate: A location that the caster has visited often or has studied via scrying for several weeks.

Exact: A location that the caster has studied in-person for several weeks, memorising every minute detail.

WALL OF STONE

Duration: Permanent

Range: 60'

Conjures a wall of solid rock, shaped as the caster wishes.

Size: The wall may be of any shape, provided it does not exceed 1,000 cubic feet of volume. (For example, a 2' thick wall, 50' long and 10' high.)

Location: The wall must be supported (e.g. by the ground) and cannot be created in an area occupied by objects.



Rank 6 Arcane Spells

The mightiest workings of arcane magic—the preserve of arch-magicians.

ANTI-MAGIC WARD

Duration: 1 Round per Level

Range: The caster

Wreathes the caster in a shimmering violet shell that nullifies incoming spells with a violent flash of coloured energy.

Ward: The barrier blocks all incoming spells and spell effects of Ranks 1–3. This includes spells cast from magic items such as scrolls or wands.

Dispelling: *Dispel Magic* is effective against this spell.

CONTROL WEATHER

Duration: Concentration

Range: 720' around the caster

Weather conditions of the caster's choosing manifest in the local area (see list of common conditions below).

Concentration: If the caster is harmed, moves, or takes any other action, the spell ends.

Outdoors only: This spell only functions outdoors.

Weather Conditions

The following are common weather conditions. Others may be possible, at the Referee's discretion.

Calm: Clears bad weather (though side-effects—e.g. mud after rain—remain).

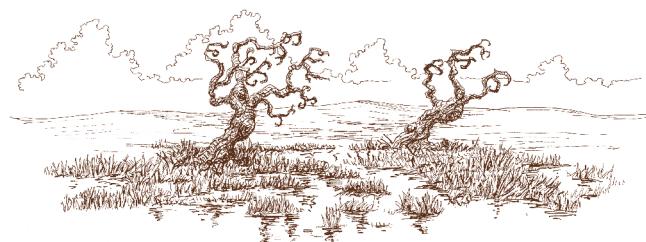
Extreme heat: Dries up snow or mud (including the *Mire* spell). Creatures in the area move at half Speed.

Fog: Visibility drops to 20'. Creatures in the area move at half Speed and, at the Referee's option, may also have a chance of getting lost.

High winds: Creatures in the area move at half Speed. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50%. In sandy areas, high winds cause sandstorms, reducing visibility to 20'.

Rain: -2 penalty to Attack Rolls with missile weapons. Mud forms after 3 Turns, halving Speed.

Snow: Visibility drops to 20'. Creatures in the area move at half Speed. Bodies of water begin to freeze. After the snow thaws, mud remains and impedes movement.



DISINTEGRATE

Duration: Instant

Range: 60'

Instantly and permanently destroys the material form of a single, non-magical creature or object.

Targeting a creature: The victim must **Save Versus Doom** to resist disintegration.

Targeting an object: The Referee decides what can be affected, for example: a tree, a ship, a 10' section of wall.

DWEOMERFIRE

Duration: 1 Round

Range: 60'

Prismatic flame briefly engulfs any magical energy in a selected 20' cube within range

Magic items and enchantments: Objects, areas, or creatures under the influence of magic are wreathed in flame. Creatures in contact suffer 1d6 damage.

Spell-casting: Subsequently cast spells explode in a conflagration of vivid energy. Creatures casting a spell must **Save Versus Spell** or suffer 3d6 damage, rendering the cast spell ineffective.

Memorised spells: The imprinted energy patterns of memorised arcane spells burn the mind. Arcane spell-casters must **Save Versus Spell** or suffer 1 damage per memorised spell.

GEAS

Duration: Permanent

Range: 30'

The caster compels a subject to perform—or avoid performing—a specific action.

Examples: Bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret.

Impossible or deadly tasks: The prescribed geas must not be impossible or directly deadly—if such a geas is cast, it rebounds and affects the caster instead.

Saving throw: The subject may **Save Versus Spell** to avoid coming under the spell's effect.

If the save fails: The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the Referee (e.g. Attack penalties, Ability Score reductions, inability to memorise spells, physical torment and feebleness, etc.).

Removing: *Dispel Magic* is ineffective against a geas. *Remove Curse* and *Hex Weaving* only work if the caster is 2 or more Levels higher than the caster of *Geas*.

INVISIBLE STALKER

Duration: One mission or until slain

Range: Summoned to caster's presence

Summons an invisible, extra-dimensional entity to the caster's presence, magically binding it to perform a mission of the caster's choosing.

Wording: The caster must be careful with the wording of the mission. Invisible stalkers are intelligent and treacherous. Unless the assigned mission can be easily and quickly accomplished, the stalker follows the letter of the command while twisting the intent.

Duration: The creature is bound to attempt the mission until it succeeds or is destroyed.

Invisible Stalker

MEDIUM MONSTROSITY—SENTIENT—NEUTRAL

Level 8 AC 16 HP 8d8 (36) Saves D8 R9 H10 B11 S12

Att Crush (+7, 4d4) **Speed** 40 **Morale** 12 **XP** 1,040

Tracking: Without fault.

Surprise: 5-in-6, unless target can detect invisibility.

If killed: Returns to dimension of origin.

MOVE TERRAIN

Duration: 6 Turns

Range: 240'

The land bulges and warps as a terrain feature moves under the caster's control.

Terrain feature: A single feature (e.g. a hill, ridge, grove, pool, etc.) contained in a 120' square area may be moved.

Movement rate: The caster can move terrain at up to 60 per Turn. Any buildings or creatures present move with the terrain feature.

Concentration: The caster must concentrate (no movement or other actions allowed) while moving terrain. They may halt to perform other actions and then resume concentration.

ORACLE

Duration: 1d6 Turns

Range: The caster

Casting this spell while burning a portion of the rare dust *Ishwagrande* (1,000gp, see *DCB*), the caster opens a channel of communication with an extra-dimensional intelligence.

Questions: The caster may ask three questions.

Subject: The questions must relate to a specific subject—an object, place, or creature. The caster must be in the presence of the subject or a closely related item (e.g. the tombstone of a deceased person, the sheath of a lost sword).

Answers: Questions receive a brief, cryptic answer. Each answer has a 1-in-6 chance of being false or misleading.

Limits: Each casting of this spell takes 1d6 Turns. The spell may be cast at most once per week.

Peril: Contact with powerful extra-dimensional beings can shatter the caster's mind. The caster must **Save Versus Doom** with a +2 bonus or enter a coma for 1d6 weeks.

PETRIFICATION

Duration: Permanent or instant

Range: 120'

Manifests one of the following effects when cast:

- Flesh to stone:** Permanently transforms a living creature (including equipment) into stone. The victim may **Save Versus Hold** to resist.
- Stone to flesh:** Restores a magically petrified creature (and its equipment) to life.

PROJECT IMAGE

Duration: 6 Turns

Range: 240'

An illusory duplicate of the caster appears within range.

Duplicate: The image is an exact duplicate of the caster that can only be differentiated by touch.

Subsequent spells cast: Appear to originate from the image. (Targets must still be visible to the caster, however.)

Spells and missiles: The image appears unaffected by spells or missile weapons.

Melee or touch: If the image is touched or hit in melee, it disappears.

WAVE OF FORCE

Duration: 1 Round per 2 Levels

Range: 60' in front of the caster

A repulsive force emanates from the caster's outstretched hands, pushing other creatures away.

Path: A 10' wide, 60' long path in front of the caster. The caster may turn to affect a new path each Round.

Repulsion: All creatures in the path are pushed directly away from the caster at 30' per Round. Creatures attempting to move towards the caster are repelled at their Speed, if it is greater than 30.

Concentration: The caster must concentrate (no movement or other actions allowed) while repelling creatures. They may halt to perform other actions and then resume concentration.

WORD OF DOOM

Duration: Instant

Range: 240'

The caster announces the doom of creatures within a selected 60' cube.

Effect: A total of up to 4d8 Levels of creatures within the area must **Save Versus Doom** or die, instantly. Creatures of the lowest Level are affected first. For example, if four Level 3 and five Level 5 creatures are in the targeted area and the 4d8 roll results in 20, then all four Level 3 creatures and one of the Level 5 creatures are affected (a total of 17 Levels).

Restrictions: Undead and creatures of greater than Level 7 are unaffected.

Fairy Magic

Magic originating in the Timeless World, where all is woven with enchantment.

Fairy magic takes two forms—the *glamours* innate to folk touched by Fairy and the *runes* guarded by the fearsome fairy nobles.

GLAMOURS

Glamours are innately possessed by natives of Fairy and by other folk touched by the magic that weaves throughout that world. Though mortals regard glamours as magic, for fairies they are as natural as breathing, speaking, or singing.

Learning Glamours

The number of glamours known by a character is determined by their Kindred, Class, and Level.

Using Glamours

Glamours are activated by thought alone, without the need for gesture or incantation, unless noted otherwise in a glamour's description.

Glamour usage frequency: Unless noted otherwise in its description, there is no limit to the number of times a glamour may be used per day.

In combat: Using a glamour counts as the character's action in a Round. The character may move in the same Round as using a glamour. The intention to use a glamour need not be declared before initiative is rolled, and glamours cannot be disrupted (see *Combat*, p166).



Cumulative Effects

If multiple spells (or runes or glamours) increasing the same statistic (e.g. bonuses to Attack, AC, damage, Saving Throws, etc.) are cast on a single subject, only the most powerful has effect.

RUNES

The fairy runes 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. Fairy nobles guard the knowledge of the runes, and only they may bestow their use upon individuals of lesser rank.

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

Magnitude: Runes are divided into three levels of magnitude: lesser runes, greater runes, and mighty runes.

Learning Runes

The acquisition of runes is governed by the mercurial whims of the fairy nobles. Whenever a character (due to their Class) has the chance of acquiring a new rune, the player must roll 2d6 and consult the *Rune Granted* table.

Level modifier: Characters of Level 3–5 gain a +1 bonus to the 2d6 roll, characters of Level 6–9 gain a +2 bonus, and characters of Level 10 or above gain a +3 bonus.

Other modifiers: The Referee may optionally apply additional modifiers (bonuses or penalties, usually from -2 to +2) to the 2d6 roll, based on the character's relationship with the fairy nobles. For example, a character who has thwarted an important scheme of a fairy noble may suffer a -2 penalty.

Granted runes: New runes are typically granted by means of a dream or vision in which the character visits the noble's court.

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

Quest: 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.

RUNE GRANTED

2d6	Rune Granted
2 or less	Fickle displeasure—no rune
3–7	1 lesser rune (randomly selected)
8–11	1 greater rune (randomly selected)
12 or more	1 mighty rune (randomly selected)

Using Runes

Runes are activated by thought alone, without the need for gesture or incantation, unless noted otherwise in a rune's description.

Rune usage frequency: The magical laws governing the fairy runes place strict limits on the number of times a rune may be used. This depends on the magnitude of the rune (lesser, greater, or mighty) and the current Level of the character (i.e. not the character's Level when the rune was granted). See the *Rune Usage Frequency* table.

In combat: Using a rune counts as the character's action in a Round, and the character may not move in the same Round as using a rune. The intention to use a rune must be declared before initiative is rolled. If the character is harmed before their initiative, the rune is disrupted (see *Combat, p166*).

RUNE USAGE FREQUENCY

Caster's Current Level

Type	1–4	5–9	10+
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

Once per Level: Once this rune is cast, the character may not cast it again until they have gained a Level.

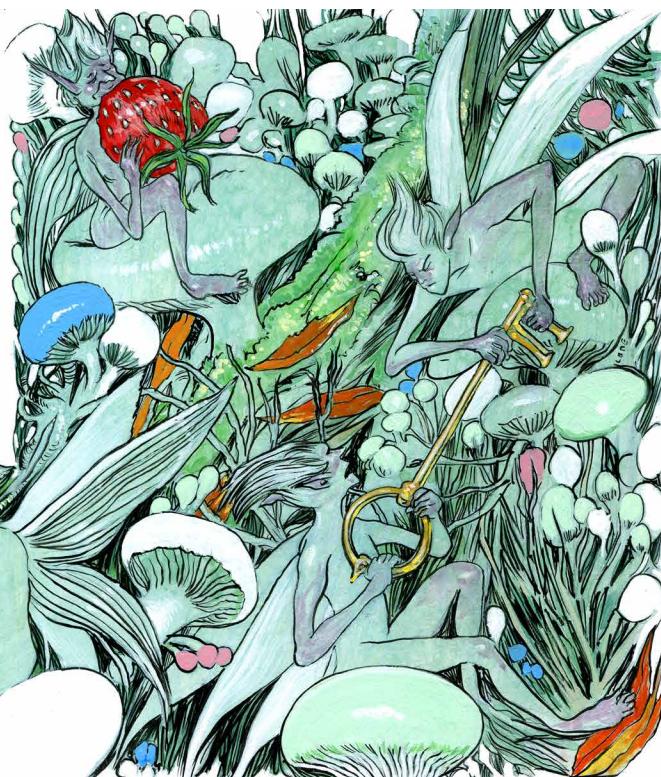
Once ever: Once this rune is cast, the character may never cast it again unless it is once more granted by a fairy noble.

Quests in Fairy (Optional Rule)

If the Referee wishes, a character may be required to journey to a noble's court in Fairy to receive a new rune, rather than receiving it in a dream or vision. This journey may be narrated as a downtime event between adventures or played out as a full adventure, depending on the preferences of the group.

Entering Fairy: The character receives a special invitation from a fairy noble, allowing entrance to Fairy for a short period via a special portal.

Passing of time: While the character journeys in Fairy, 2d20 days pass in the mortal world.



GLAMOURS

#	Glamour	#	Glamour	#	Glamour
1	Awe	8	Fairy Dust	15	Seeming
2	Beguilement	9	Flame Charm	16	Silver Tongue
3	Breath of the Wind	10	Fool's Gold	17	Subtle Sight
4	Cloak of Darkness	11	Forgetting	18	Through the Keyhole
5	Conjure Treats	12	Masquerade	19	Vanishing
6	Dancing Flame	13	Mirth and Malice	20	Walk in Shadows
7	Disguise Object	14	Moon Sight		

LESSER RUNES

#	Rune
1	Deathly Blossom
2	Fog Cloud
3	Gust of Wind
4	Proof Against Deadly Harm
5	Rune of Vanishing
6	Sway the Mortal Mind

GREATER RUNES

#	Rune
1	Arcane Unbinding
2	Fairy Gold
3	Fairy Steed
4	Ice Storm
5	Rune of Invisibility
6	Sway the Mind

MIGHTY RUNES

#	Rune
1	Dream Ship
2	Eternal Slumber
3	Rune of Death
4	Rune of Wishing
5	Summon Wild Hunt
6	Unravel Death

Glamours

The innate powers of those touched by Fairy, which mortals regard as magic.

AWE

Duration: 1d4 Rounds

Range: 30'

The caster's dramatic gesture and otherworldly presence unnerve a group of mortals or animals (or a mixed group), triggering a Morale Check.

If the Morale Check fails: Creatures whose Levels total up to the caster's Level are awestruck and flee the caster's presence for 1d4 Rounds. Creatures of the lowest Level are affected first. For example, if a Level 6 caster targets a group of four Level 1 and five Level 2 creatures, all four Level 1 creatures and one of the Level 2 creatures are affected (a total of 6 Levels).

Usage frequency: Once per Turn.

BEGUILEMENT

Duration: 1d4 Rounds

Range: 30'

The caster's words have great power over mortal minds. A single mortal addressed by the caster must **Save Versus Spell** or believe the caster's words for a brief period.

Language: The target must understand the caster's words.

After the duration ends: It is immediately obvious that a magical deception has occurred.

Usage frequency: Once per day per subject.

BREATH OF THE WIND

Duration: 1d4 Rounds

Range: 30'

An enchanted flurry of wind causes dust to billow, leaves to rustle, and so forth.

Stealth: While the wind blows, the caster moves in complete silence, unnoticed by any listeners within range.

Usage frequency: Once per Turn.

CLOAK OF DARKNESS

Duration: Concentration / 1 Round

Range: The caster

The caster conjures an area of gloom and shadow, hiding themselves from mundane sight.

Concentration: The *Cloak of Darkness* lasts as long as the caster remains motionless and does not perform any other actions.

Moving: Once the caster moves or performs another action, the *Cloak of Darkness* lasts for 1 Round.

Usage frequency: Once per Turn.

CONJURE TREATS

Duration: Permanent

Range: Appears in the caster's hand

With a flourishing gesture, the caster conjures a mortal's or animal's favourite treat (e.g. sweets, pastries, sizzling sausages, apples, etc.) out of thin air.

Offering to the subject: If the treat is offered to the mortal or animal, their disposition toward the caster is improved.

Sustenance: The treats are real (not illusionary), but do not provide genuine sustenance.

Usage frequency: Once per day per subject.

DANCING FLAME

Duration: Concentration (up to 2d6 Rounds)

Range: 60'

The caster commands a small flame (e.g. a torch, lantern, or candle) burning within range to disconnect from its source and float through the air.

Movement: The flame moves up to 10' per Round.

Concentration: The caster must concentrate while using this glamour. They may move, but they cannot perform other actions.

When the duration ends: The flame dies out.

DISGUISE OBJECT

Duration: Until touched by another

Range: Object touched

An object touched is made to appear as something else of similar dimensions.

Duration: The glamour lasts until the object is touched by another being or until the caster uses this glamour on another object.

Usage limit: The caster may disguise only one object at a time with this glamour.

FAIRY DUST

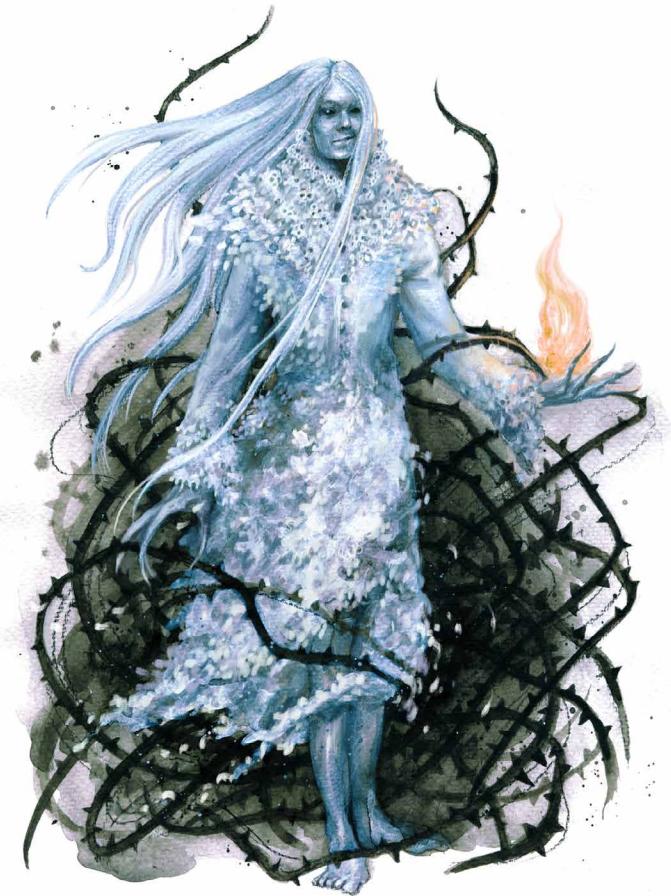
Duration: 1 Round

Range: 30'

Motes of glittering dust fill the air around the caster, momentarily revealing invisible objects and creatures.

Attacking: Invisible creatures revealed can be attacked with only a -1 Attack penalty for the next Round.

Usage frequency: Once per day.



FLAME CHARM

Duration: Concentration / Instant

Range: The caster / 10'

The caster can conjure and extinguish flame.

Conjuring flame: The caster's fingertip is wreathed in colourful fire, which may be used to ignite flammable materials or to cast light in a 10' radius. The flame remains as long as the caster concentrates—they may move, but they cannot perform other actions.

Extinguishing flame: With a snap of their fingers, the caster causes a non-magical flame (up to the size of a candle or table lamp) within 10' to be instantaneously extinguished. If a flame is held by a creature, they may **Save Versus Spell** to prevent the flame from being extinguished.

FOOL'S GOLD

Duration: 1d6 minutes

Range: Coins touched

The caster makes copper coins appear as gold to gullible mortals.

Saving Throw: Each mortal who views the glamourised coins may **Save Versus Spell** to see the fairy trick for what it is.

Usage frequency: The caster may disguise up to 20 coins per Level per day with this glamour.

FORGETTING

Duration: Instant

Range: 30'

With a twinkle of the eye, the caster causes a single mortal or animal to forget what they just witnessed a moment before (the previous Round).

Saving Throw: The subject must **Save Versus Spell** to resist the glamour.

Usage frequency: Once per day per subject.

MASQUERADE

Duration: Permanent until dismissed

Range: The caster

The caster disguises and alters their facial features with a minor illusion.

Subtle features: May be switched in a moment (e.g. eye colour, hair colour).

More dramatic changes: Take 1 Turn of concentration.

Duplicating another: It is not possible to duplicate a specific individual using this glamour.

MIRTH AND MALICE

Duration: 1 Turn

Range: 30'

When speaking to a group of mortals, the caster can impart a subtle sense of shared cheer or creeping discord.

Language: The targets must understand the caster's words.

Minimum time speaking: The caster must speak to the group of mortals for at least 1 Turn. After this time, the glamour takes effect.

Effect: Up to one mortal per Level of the caster must **Save Versus Spell**. Those who fail are strongly affected, either expressing great affection or anger. The caster has no control over how these feelings are directed or expressed.

When the caster stops speaking: The imparted emotion dissipates within 1 Turn.

Usage frequency: Once per day per group.

MOON SIGHT

Duration: Permanent (always active)

Range: The caster

The caster can see in darkness up to 60', viewing the world as though it glows in faint moonlight.

Acuity: This does not incur low light penalties (*p150*), but fine detail (e.g. writing) cannot be perceived.

SEEMING

Duration: Permanent until touched

Range: The caster

The caster may make their garb appear as they wish.

Touching: The glamour is only visual, and is dispelled by touch.

SILVER TONGUE

Duration: 1 day

Range: The caster

By using ancient modes of the immortal tongue of Fairy, the caster is able to communicate with any being, including mundane animals.

Usage frequency: This glamour may only be used to communicate in one language per day (e.g. one mortal tongue or the speech of one animal species).

SUBTLE SIGHT

Duration: Permanent (always active)

Range: The caster

The caster can sometimes spot invisible creatures or objects, perceiving them as a faint, shimmering outline.

Chance of spotting: There is a 3-in-6 chance of the caster noticing invisible creatures or objects in their line of sight. The Referee should roll this chance secretly.

In combat: The caster may attack an invisible creature they have spotted with a only -1 Attack penalty.

THROUGH THE KEYHOLE

Duration: Instant

Range: Door touched

The caster 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 caster makes a successful Save Versus Spell.

Usage frequency: Once per day per door.

VANISHING

Duration: 1d3 Rounds

Range: 60'

The caster briefly disappears from the sight of a selected creature within range.

Equipment and clothing: Any gear the caster is carrying is also rendered invisible (this includes clothing and armour). Items subsequently put down become visible. If the caster is carrying a light source, the light it casts is not rendered invisible.

Attacking: If the caster attacks the selected creature, they are rendered visible.

Usage frequency: Once per day per subject.



WALK IN SHADOWS

Duration: 1 Round

Range: The caster

Few can perceive the circuitous pathways between worlds that exist in shadows. The caster can walk these paths, seemingly vanishing into shadow and, moments later, reappearing at a different location.

Locating a shadow door: Not all areas of darkness contain suitable shadow doors. Using this glamour, the caster can scan a 10' × 10' area of darkness. There is a 2-in-6 chance of discovering a shadow door that the caster may step through.

Stepping through: Stepping through a discovered shadow door, the caster disappears for 1 Round, then reappears at a random shadowy location within 60'.

Lesser Runes

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

DEATHLY BLOSSOM

Duration: 1 Turn or until used

Range: Appears in caster's hand

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

Proffering the rose: One who smells the rose must **Save Versus Doom** or fall into a deep faint—appearing dead—for 1d6 Turns.

Duration: The flower remains in existence until it is used or 1 Turn passes.

Restrictions: Only living creatures are affected.



FOG CLOUD

Duration: 1 Turn

Range: 20' around the caster

A cloud of roiling vapour surrounds the caster, filling a 20' radius area at the location where the rune is used.

Vision: The fog blocks the mundane vision of all save the caster who conjured it.

Strong winds: Gusts and gales clear the fog before the rune's duration has expired.

GUST OF WIND

Duration: 1 Round

Range: 10' wide area, 60' long

A forceful blast of air rushes from the caster's outstretched hands, blowing over light objects in its course.

Flames: Small, exposed flames (e.g. candles, torches) are extinguished. Small, protected flames (e.g. lanterns) dance wildly and have a 3-in-6 chance of going out.

Fog: The wind scatters natural and magical mists.

Creatures: Small and Medium creatures are unable to move into the wind and must **Save Versus Hold** or be pushed back $1d3 \times 10'$.

PROOF AGAINST DEADLY HARM

Duration: 2d6 Rounds

Range: The caster

The caster is rendered completely immune to damage from one specific type of weapons (e.g. swords, bows, claws, etc.), selected when the rune is activated.

Magical / cold iron weapons: Enchanted weapons, cold iron weapons, and the attacks of magical creatures still harm the caster.

RUNE OF VANISHING

Duration: 1 Turn

Range: The caster

The caster is rendered invisible to the sight of mortals and animals.

Equipment and clothing: Any gear the caster is carrying is also rendered invisible (this includes clothing and armour). Items subsequently put down become visible. If the caster is carrying a light source, the light it casts is not rendered invisible.

Attacking: If the caster attacks while under the effects of this rune, they are rendered momentarily visible. Opponents may attack the caster in the same Round or the following Round, but suffer a -2 Attack penalty.

SWAY THE MORTAL MIND

Duration: 1 day

Range: 30'

A single mortal must **Save Versus Spell** or be charmed by fairy magic.

Restrictions: Only mortals of Small or Medium size and Sentient intelligence or greater may be affected.

Friendship: The subject's mind is swayed such that they regard the caster as a close friend and come to the caster's defence.

Commands: If they share a language, the caster may give the charmed subject commands, which they obey.

Resisting commands: The subject resists commands that contradict their habits or Alignment. Suicidal or clearly harmful commands are always refused.

Greater Runes

Fairy runes of great power and wide utility.

ARCANE UNBINDING

Duration: Instant

Range: 120'

All magical effects of arcane or fairy origin in a 20' cube are negated.

Spells, glamours, and runes: Effects created by lower or equal Level casters automatically end. Effects created by higher Level casters are unaffected.

Magic items: Are rendered ineffective for 1 Turn.

Holy magic: Spells and magic items of holy origin are unaffected.

FAIRY GOLD

Duration: 1d6 hours

Range: Appears on the caster's person

This rune conjures a leather bag of 2d100 gold pieces from the vaults of the fairy noble who granted it. When the duration expires, the coins are whisked back to Fairy.

FAIRY STEED

Duration: Until dawn

Range: Appears in the caster's presence

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

Commands: The fairy horse serves the caster as a mount or in any other capacity. It will not obey suicidal commands.

Fairy Steed

LARGE FAIRY—SENTIENT—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16

Att None Speed 80 Morale 8 XP 20



ICE STORM

Duration: Instant

Range: 120'

A violent maelstrom of hail and sleet descends on a 30' diameter area.

Damage: All within the storm suffer 3d8 damage.

Icy surface: The surface of the ground where the storm hit remains icy for 1 Turn. Creatures walking through the area must move at half their normal Speed in order to avoid slipping.

RUNE OF INVISIBILITY

Duration: 1 day

Range: The caster

The caster is rendered invisible to the sight of all beings.

Equipment and clothing: Any gear the caster is carrying is also rendered invisible (this includes clothing and armour). Items subsequently put down become visible. If the caster is carrying a light source, the light it casts is not rendered invisible.

Attacking: If the caster attacks while under the effects of this rune, they are rendered momentarily visible. Opponents may attack the caster in the same Round or the following Round, but suffer a -2 Attack penalty.

Becoming visible: The caster may choose to become visible at any time, ending the rune's effect.

SWAY THE MIND

Duration: 1 day

Range: 30'

A single creature of any kind—person, beast, or monster—must **Save Versus Spell** or be charmed by fairy magic. Fairies gain a +4 bonus to the save.

Friendship: The subject's mind is swayed such that they regard the caster as a close friend and comes to the caster's defence.

Commands: If they share a language, the caster may give the charmed subject commands, which they obey.

Resisting commands: The subject resists commands that contradict their habits or Alignment. Suicidal or clearly harmful commands are always refused.

Mighty Runes

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

DREAM SHIP

Duration: 1 Turn

Range: Appears in the caster's presence

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

Passengers: The caster and up to 12 companions may board the ship.

Travel: The ship ferries the caster and companions off to any named destination within Dolmenwood.

The voyage: The passengers experience a delightful voyage aboard the ship, drifting through a dream land of pink clouds and cavorting sylphs. The voyage seems to take 1d6 hours.

Duration: Whatever the perceptual time aboard, the journey takes a mere ten minutes of real time.

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 dispelling the rune's magic or by a condition set by the caster.

RUNE OF DEATH

Duration: Instant

Range: 120'

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

Effect: A total of up to 4d8 Levels of mortals or animals must **Save Versus Doom** or die, instantly. Creatures of the lowest Level are affected first.

Restrictions: Mortals or animals of Level 8 or above are unaffected.

RUNE OF WISHING

Duration: Permanent

Range: Unlimited

This rune has the power to alter the nature of reality in any conceivable way the caster wishes.

Limits and adjudication: The Referee should refer to the guidelines in the DCB—see *Wishes* under **Magic Items**.

Life force: Using this rune saps the caster's life force, causing a permanent loss of 1d3 Constitution, which cannot be restored by any means. A character reduced to 0 Constitution dies and can never be resurrected.

SUMMON WILD HUNT

Duration: 1d6 hours or until successful

Range: Appears in the caster's presence

This rune 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 caster may direct the fairy host to chase a specific quarry.

Duration: The host remains in the mortal world until the hunt is successful, or until 1d6 hours have passed.

Elf Hunter

MEDIUM FAIRY—SENTIENT—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16

Att Shortbow (+0, 1d6, range 50'/100'/150') or shortsword (+0, 1d6) Speed 40 Morale 9 XP 10

Fairy Steed

LARGE FAIRY—SENTIENT—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16

Att None Speed 80 Morale 8 XP 20

Fairy Hound

SMALL FAIRY—SEMI-INTELLIGENT—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16

Att Bite (+0, 1d6) Speed 50 Morale 8 XP 10

Goblin Hornblower

SMALL FAIRY—SENTIENT—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16

Att Dagger (+0, 1d4) Speed 40 Morale 8 XP 10

UNRAVEL DEATH

Duration: Instant

Range: Touch

A deceased mortal, demi-fey, or fairy whom the caster touches returns to life.

Time limit: The power of this rune restores life to a person who has been dead no longer than 7 days.

Weakness: Returning from death is an ordeal. Until the subject gets 2 full weeks of bed rest, they have 1 Hit Point, move at half Speed, cannot carry heavy items, and cannot attack, cast spells, make Skill Checks, or use other Class capabilities. Recovery from this weakness cannot be hastened by magic of any kind.

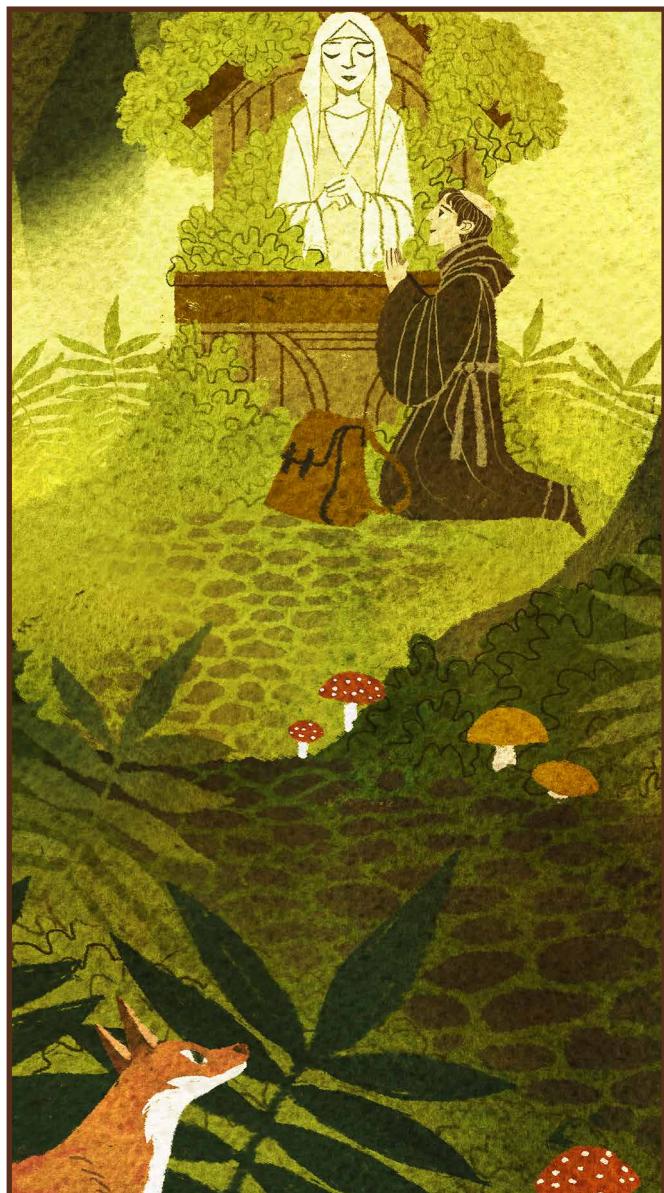
Holy Magic

The spells bestowed upon devoted adherents of the Pluritine Church.

Holy spells take the form of blessings bestowed upon characters by the grace of the saints of the Pluritine Church. When a spell is cast, the blessing expires until it is bestowed again.

Major and minor saints: Among the one hundred saints venerated in Dolmenwood, thirty-four are primary and have the power to bestow blessings upon those who pray to them, each being associated with a specific spell. Certain minor saints only bestow a blessing on those who pray at their dedicated shrines, granting less common spells outside of the standard holy spell list.

Saintly legends and patronages: The primary legend of each saint is recounted beside the associated spell, along with a list of the saint's areas of patronage (minor patronages listed in parentheses).



SPELL RANKS

Spells are categorised by Rank, from Rank 1 (the least powerful) to Rank 5 (the most powerful). A holy spell-caster's Level determines which Rank of spells they are able to cast.

PRAYING FOR SPELLS

A holy spell-caster may pray to the saints once per day, receiving their blessings in the form of spells. Once bestowed, a blessing remains with the character until the spell is cast.

Rest: A character can only pray for spells following a night's rest.

Time: Praying for spells requires 1 hour of quiet prayer.

Number of spells: The maximum number of spells that can be bestowed on a holy spell-caster at one time depends on their Class and Level.

Spell selection: When praying for spells, a holy spell-caster may choose any holy spell of appropriate Rank listed in this book.

Duplicate spells: Characters capable of casting more than one spell of a given Rank may pray for multiple copies of the same spell.

PRAYING AT SHRINES

Shrines dedicated to specific saints are scattered throughout Dolmenwood. A holy spell-caster who prays for 1 hour at such a shrine earns the blessing of the saint in the form of an additional spell. Once bestowed, a blessing remains with the character until the spell is cast. The DCB has full details on praying at shrines.

CASTING SPELLS

A bestowed spell may be cast by reciting a prayer in the Liturgic tongue. When a spell is cast, the saint's blessing expires until it is bestowed again.

Speech: The character must be able to speak. A holy spell-caster cannot cast spells if gagged or in an area of magical silence.

In combat: Casting a spell counts as the character's action in a Round, and the character may not move in the same Round as casting a spell. The intention to cast a spell must be declared before initiative is rolled. If the character is harmed before their initiative, the spell is disrupted (see *Combat, p166*).

Cumulative effects: If multiple spells increasing the same statistic (e.g. bonuses to Attack, AC, damage, Saving Throws, etc.) are cast on a single subject, only the most powerful has effect.

RANK 1 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Detect Evil	St Whittery	St Whittery's Vision
2	Detect Magic	St Thorm	Wisdom of St Thorm
3	Frost Ward	St Abthius	St Abthius' Rebuke
4	Lesser Healing	St Lillibeth	Breath of St Lillibeth
5	Light	St Foggarty	St Foggarty's Benediction
6	Mantle of Protection	St Benester	St Benester's Word
7	Purify Food and Drink	St Gretchen	St Gretchen's Sublimation
8	Rally	St Jorrael	St Jorrael's Counsel

RANK 2 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Bless	St Gondyw	Righteousness of St Gondyw
2	Charm Serpents	St Dank	St Dank's Plea
3	Find Traps	St Gripe	Path of St Gripe
4	Flame Ward	St Hollyhock	Boldness of St Hollyhock
5	Hold Person	St Waylaine	St Waylaine's Reproof
6	Reveal Alignment	St Willofrith	St Willofrith's Warning
7	Silence	St Signis	Abjuration of St Signis
8	Speak With Animals	St Hamfast	Speech of St Hamfast

RANK 3 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Animal Growth	St Vinicus	Mercy of St Vinicus
2	Bless Weapon	St Sedge	Courage of St Sedge
3	Cure Affliction	St Pastery	St Pastery's Blessing
4	Holy Light	St Eggort	Devotion of St Eggort
5	Locate Object	St Keye	St Keye's Revelation
6	Remove Curse	St Primula	St Primula's Grace

RANK 4 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Circle of Protection	St Faxis	St Faxis' Abjuration
2	Create Water	St Quister	St Quister's Defence
3	Greater Healing	St Wick	Steadfastness of St Wick
4	Remove Poison	St Torphia	St Torphia's Respite
5	Speak With Plants	St Wort	Salvation of St Wort
6	Serpent Transformation	St Horace	St Horace's Requital

RANK 5 HOLY SPELLS

#	Spell	Associated Saint	Name of Prayer
1	Communion	St Elsa	St Elsa's Visitation
2	Create Food	St Ponch	St Ponch's Feast
3	Holy Fire	St Goodenough	St Goodenough's Rebuke
4	Holy Quest	St Galaunt	Righteousness of St Galaunt
5	Insect Plague	St Cornice	Amity of St Cornice
6	Raise Dead	St Clewyd	Mercy of St Clewyd

Rank 1 Holy Spells

Minor miracles of utility to adventuring adherents of the Church.

DETECT EVIL

Prayer name: St Whittery's Vision

Duration: 6 Turns

Range: 120'

The caster perceives a faint halo of wicked, grinning spirits flickering around objects under an evil enchantment and living beings with evil intentions.

Intent only: The caster cannot read the thoughts of creatures with evil intent.

Definition of evil: The Referee must judge what is classified as evil. Beings of Chaotic Alignment do not always have evil intent. Traps and poisons, while potentially harmful, are not evil.

The miracle of St Whittery of the Woods: The son of a woodsman, Whittery was raised in a small village deep in western Dolmenwood. A group of noble travellers, merry and fair of face, stopped at the village inn one eve, to the delight of the locals. Reciting his evening prayers at the village chapel, the young Whittery was visited by a horrific vision of bloodshed at the hands of the noble guests. He reported his vision to the vicar, who informed the village elders. The nobles were confronted and revealed to be fairy shape-shifters 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 study at a distant monastery, the village was visited once more by evil fairies, who stole the place away to Fairy, never to be seen again by mortal eyes.) **Patronages:** Visions, premonitions, (warding against fairies), (lost souls).

DETECT MAGIC

Prayer name: Wisdom of St Thorm

Duration: 2 Turns

Range: 60'

Enchanted objects, areas, or creatures within range of the caster are wreathed in a shimmering, golden glow. Both permanent and temporary enchantments are revealed.

The miracle of St Thorm, Faith-Smith: Wandering in Dolmenwood as a pilgrim, Thorm was captured by elves for daring to trespass close to a magical door to Fairy. The young pilgrim was cast into the dungeons of the cruel fairy Prince Mallowheart, where he was to rot away to bones. When Mallowheart visited the prisoner to gloat over his suffering, Thorm challenged the fairy lord to a game of cards. The saint's holy eyes saw through the magical treachery which inevitably ensued (Mallowheart being notoriously unsportsmanlike) and defeated the prince, thus assuring his release. **Patronages:** Gamblers, prisoners, (blacksmiths).

FROST WARD

Prayer name: St Abthius' Rebuke

Duration: 6 Turns

Range: 30'

A soothing warmth comes upon all allies within range, rebuking the malicious effects of cold and frost.

Normal cold: Subjects are untroubled by non-magical freezing temperatures.

Save bonus: Subjects gain a +2 bonus to Saving Throws versus cold-based effects (e.g. magic or breath attacks).

Cold-based damage: Reduce cold damage by 1 per damage die rolled. (For example, 4d6 damage is reduced by 4.)

The miracle of St Abthius, Ever-Lustrous: 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—served 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 the host of angels. The fairies responded only with 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 vaporised in the flames of perdition. **Patronages:** Ambassadors, righteous vengeance, (courtly dances), (seamstresses), (springtime).

LESSER HEALING

Prayer name: Breath of St Lillibeth

Duration: Instant

Range: The caster or a living creature touched

The fluttering of doves' wings and the sweet scent of blossom manifest as the caster recites this prayer. A living subject receives one of the following ministrations:

- Healing:** Restores $1d6+1$ Hit Points. This cannot raise the subject's Hit Points above the normal maximum.
- Curing paralysis:** Paralysing effects are negated.

The miracle of St Lillibeth of the Sugared Breath: Lillibeth lived as a hermit in the deep woods, with only the company of doves. She was slain when her cottage was attacked by marauding crookhorns, but with her last breaths, she gave ministration 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's pious deeds. **Patronages:** Doves, fowl, (virgins), (messengers).

LIGHT

Prayer name: St Foggarty's Benediction

Duration: 12 Turns

Range: 120'

A bobbing wisp of light floats from the caster's palm and manifests one of the following effects:

- Golden radiance:** Casts holy light in a 15' radius. The light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the golden light moves with the object.
- Blinding a creature:** A flash of divine light blinds a Chaotic creature for the duration. The target may **Save Versus Spell** to resist. (See *Darkness and Blindness*, p150.)
- Cancelling magical darkness:** *St Foggarty's Benediction* may cancel a 15' radius area of magical darkness.

The miracle of St Foggarty of the Cup: Foggarty spent his dotage ministrating to an isolated community of peat-cutters. When a party of pilgrims lost their way in the peat bogs one night, Foggarty commanded the marsh lights to lead them to safety. **Patronages:** Lost travellers, (peat-cutters).

MANTLE OF PROTECTION

Prayer name: St Benester's Word

Duration: 12 Turns

Range: The caster

Invoking the name of an archangel, the caster is warded from attacks by Chaotic creatures as well as creatures created or summoned by magic.

AC and Saving Throw bonus: The caster gains a +1 Armour Class and Saving Throw bonus against attacks and special powers of affected creatures.

Magically created or summoned creatures: The prayer additionally prevents such creatures from making melee attacks against the caster, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (though the caster still gains the Armour Class and Saving Throw bonuses mentioned above).

The miracle of St Benester the Right-Believing: As a young monk, Benester was afflicted with agues. Placing his life in the hand of God, he left his monastery to wander the wilds. On a seven night fast in the wilderness, Benester was assailed by the demonic servitors 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. **Patronages:** Hermits, fasting, (choirboys)

PURIFY FOOD AND DRINK

Prayer name: St Gretchen's Sublimation

Duration: Permanent

Range: Touch

The sound of distant goat bells echoes and a quantity of poisoned, rotten, spoiled, or contaminated food and drink is purified.

Quantity: Up to 12 portions of food and drink, in any combination. 1 ration counts as a portion of food and 1 pint counts as a portion of drink.

The miracle of St Gretchen the Maiden: 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. **Patronages:** Victims of battle, (goat-herds).

RALLY

Prayer name: St Jorrael's Counsel

Duration: 2 Turns

Range: The caster or a creature touched

The emboldening words of this prayer reverberate in the subject's mind, calming them and purging them of fear.

MAGICALLY INDUCED FEAR: Make a **Save Versus Spell** with a +1 bonus per Level of the caster to counter magical terror. This applies to effects active when *Rally* is cast and subsequent effects during the duration.

The miracle of St Jorrael, God-Friend: As a wandering mendicant in her middle years, Jorrael 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 lackeys to justice. **Patronages:** The downtrodden, (beggars), (anglers).



Rank 2 Holy Spells

Lesser miracles bestowed on experienced servants of the Church.

BLESS

Prayer name: Righteousness of St Gondyw

Duration: 6 Turns

Range: 60'

Accompanied by the triumphant blaring of trumpets, a surge of divine righteousness bolsters the morale of allies within a 20' x 20' area.

Bonuses: Subjects gain a +1 bonus to Attack and Damage Rolls.

Retainers: Also gain a +1 bonus to Loyalty.

The miracle of St Gondyw, Converter of Kings: An honoured guest at a king's tourney, St Gondyw overheard blasphemous words upon his host's lips. Boldly 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. **Patronages:** Scribes, (tournaments), (knights).

CHARM SERPENTS

Prayer name: St Dank's Plea

Duration: 1d4 Rounds or 1d4 Turns

Range: 60'

This prayer hypnotises snakes; the serpents rear upright and sway to and fro, but they never attack while charmed.

Number of snakes affected: Snakes whose Levels total up to twice the caster's Level. For example, a Level 3 caster could affect three Level 2 snakes, two Level 3 snakes, etc. The caster selects which individuals are affected.

Duration: When cast on snakes that are already attacking, the effect lasts for 1d4 Rounds. Otherwise, it lasts for 1d4 Turns.

The miracle of St Dank of the Thorn: Venturing as a missionary to a distant land, Dank came to a shrine where a serpent demon was revered. The snake-worshippers captured the saint and set about preparing to sacrifice him before their idol. Suspended above a pit of writhing asps, Dank prayed for divine aid. The snakes rose up, gnawed St Dank's bonds loose, and led him through a secret door to safety. **Patronages:** Missionaries, (serpents), (secret passages).

FIND TRAPS

Prayer name: Path of St Gripe

Duration: 2 Turns

Range: 30'

Trapped objects and areas within range of the caster are wreathed in an apparition of faint, flickering flames.

Magical and mechanical traps: All are revealed.

No disarm: The spell provides no assistance bypassing or deactivating traps, only revealing their locations.

The miracle of St Gripe the Forthright: When a fire raged across 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. **Patronages:** Shepherds, (cowherds), (hunters), (conflagrations).

FLAME WARD

Prayer name: Boldness of St Hollyhock

Duration: 2 Turns

Range: 30'

A puff of flour and the aroma of freshly baked bread manifest around a single creature of the caster's choosing, which is bestowed with supernatural resistance to fire.

Normal heat: The subject is unharmed by non-magical heat or fire.

Save bonus: The subject gains a +2 bonus to Saving Throws versus fire-based effects (e.g. magic or breath attacks).

Fire-based damage: Reduce fire damage by 1 per damage die rolled. (For example, 4d6 damage is reduced by 4.)

The miracle of St Hollyhock the Jubilant: As a young acolyte, Hollyhock was standing in a village square, begging for alms. Hearing a commotion in the local bakery, she ran to offer her aid. She was confronted by a group of angry locals who had pushed an old woman into the flames of the baker's oven, believing her to have hexed the village's flock of geese with wicked magic. Incensed by this unjust deed, Hollyhock invoked the blessing of the One True God and climbed into the oven to rescue the unfortunate woman. **Patronages:** Crones, (bakers' ovens).

HOLD PERSON

Prayer name: St Waylaine's Reproof

Duration: 9 Turns

Range: 180'

The caster castigates one or more mortals, fairies, or demifey for their misdeeds, causing them to halt in their tracks if they fail a **Save Versus Hold**. The spell may be used in two ways:

1. **Against an individual:** The target's Saving Throw is penalised by -2.
2. **Against a group:** 1d4 individuals in the group are targeted. The individuals are selected by the caster.

Restrictions: Large creatures are immune.

Paralysis: Affected targets are aware but cannot move their limbs. They may, at the caster's option, speak.

Freeing: The caster may free paralysed targets with a word.

The miracle of St Waylaine of the Sack: The origin of St Waylaine is somewhat uncertain, with varying depictions of the saint as a man and a woman. Falsely 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. **Patronages:** Executioners, axe-grinders, (merciful lords).

REVEAL ALIGNMENT

Prayer name: St Willofrith's Warning

Duration: Instant

Range: 30'

An angelic voice whispers in the caster's mind, revealing the Alignment of a selected character, monster, object, or area within range. (Most objects and areas do not have an Alignment, but magic items or holy places may.)

The miracle of St Willofrith the Wide: 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. **Patronages:** Repentance, (pie-makers), (swordsmiths).

SILENCE

Prayer name: Abjuration of St Signis

Duration: 12 Turns

Range: 180'

Raising a finger to their lips, the caster whispers a hushed prayer to St Signis the Silent. A 15' radius area within range is shrouded in holy silence.

Within the area: All sound is prevented. Conversation and spell casting are impossible.

Noise from outside: Those within the area of silence can only hear sounds from outside it.

Casting upon a creature: *Silence* may be cast upon a creature, which must **Save Versus Spell**. If the Saving Throw fails, the shrouded 15' radius area of silence moves with the target. If the Saving Throw succeeds, the spell has no effect.

The miracle of St Signis the Silent: As a young monk, Signis sat for days on end in the abbey crypts, 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. **Patronages:** Warding the dead, (holy silence).

SPEAK WITH ANIMALS

Prayer name: Speech of St Hamfast

Duration: 6 Turns

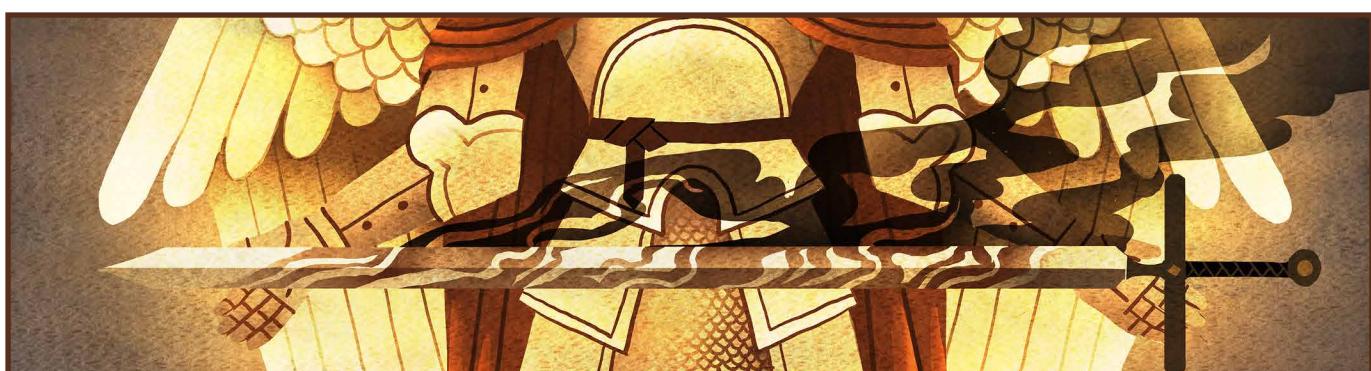
Range: The caster

Animals of one selected species prick up their ears to the lilting words of this prayer. The caster can speak with all animals of that type for the duration.

Type of animal: The spell translates for one species of normal or giant animals at a time. Intelligent animals and fantastic monsters are not affected.

Services: Animals which are friendly towards the caster may be persuaded to perform a service. The service must be within an animal's comprehension and capabilities.

The miracle of St Hamfast, Cloud-Head: Hamfast 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. **Patronages:** Bears, (weather diviners).



Rank 3 Holy Spells

Miracles of great potency bestowed on blessed servants of the Church.

ANIMAL GROWTH

Prayer name: Mercy of St Vinicus

Duration: 12 Turns

Range: 120'

A single animal is briefly haloed with glimmering Liturgic script (the text of this prayer), turns its eyes toward the heavens, and doubles in size.

Damage: Double the damage of the animal's melee attacks.

Load: Double the maximum weight the animal can carry.

Restrictions: This spell may be used on normal or giant animals, but intelligent animals, magical animals, and fantastic monsters are unaffected.

The miracle of St Vinicus, Thrice-Hanged: The young Vinicus served as a vicar's assistant in an isolated region bordering on a vast swamp. His days were spent cloistered in the church crypts copying Liturgic texts, with mice and shrews his only companions. The animals took to scurrying from their burrows and climbing upon the young priest's desk, quietly observing his painstaking illumination and calligraphy. When a great storm caused the surrounding swamp and rivers to swell, the church was inundated and the crypts flooded, ruining years of Vinicus' work. Pitying the mice and shrews whose companionship he held dear, Vinicus prayed for their salvation. The animals were transformed into gigantic stature—as large as ponies—and burrowed out of the crypts unharmed. The great holes they made in the church walls as they escaped were maintained as proof of this miracle. **Patronages:** Mice, (churchwardens).

BLESS WEAPON

Prayer name: Courage of St Sedge

Duration: 1 Turn

Range: 30'

Silver light arcs from the caster's hand and wreathes a single weapon, enchanting it with holy power.

Damage: The weapon deals an additional 1d6 damage.

Treated as magical: The weapon now harms monsters which can only be harmed by magic.

The miracle of St Sedge the Unblemished: In his youth, Sedge served as a knight's page and became embroiled in a bloody war against the armies of a sorcerer king. His master was slain by a spectral warrior, whom Sedge then confronted alone on the field of battle. Praying to the One True God, he defeated the monster with only his dirk, which was enveloped in a silvery radiance. The site of the monster's destruction scarred the land with a circle of ash, upon which an obelisk recounting the life of St Sedge was erected in later years. **Patronages:** Holy warriors, (knifemakers).

CURE AFFLICION

Prayer name: St Pastery's Blessing

Duration: Instant

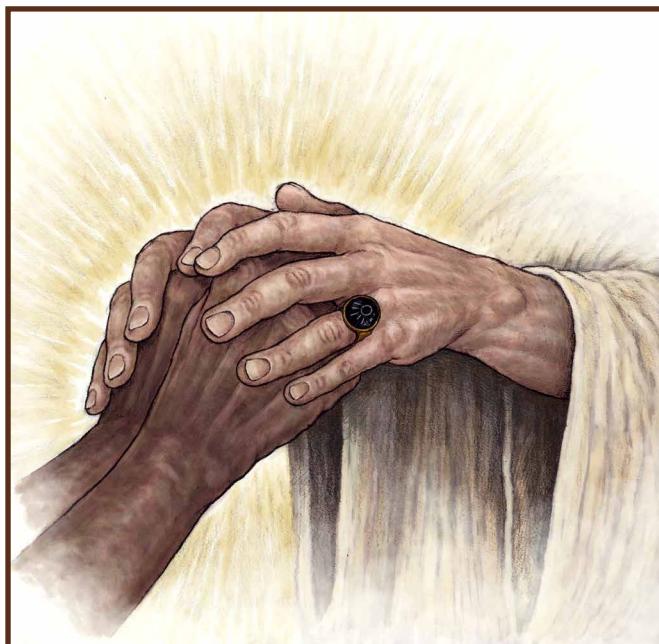
Range: 30'

The lowing of cattle can be heard as the caster recites this prayer. A living subject receives one of the following ministrations:

1. Cure disease: The subject is purged of a single disease of mundane or magical origin.

2. Cure blindness or deafness: The subject's sight or hearing are restored, nullifying any disease, curse, or enchantment that veiled them.

The miracle of St Pastery, Butter-Monger: In his later years, Pastery left his position as vicar in the village of his birth and took up the life of a mendicant. Refused entry to the castle of the ailing Prince Wallobringe during a plague epidemic, St Pastery blessed the hands of all butchers and cow-herds within a ten mile radius. The saint thus ensured that all meat brought to the prince in his sickbed carried the blessing of the host of heaven, restoring him to health, despite his refusal to admit Pastery. (Wallobringe is a beloved figure of fable, known as Good-Prince-Wallobringe, and famed for his generosity, compassion, and love of mince pies.) **Patronages:** Butchers, (well-borers).



HOLY LIGHT

Prayer name: Devotion of St Eggort

Duration: Permanent or 6 Turns

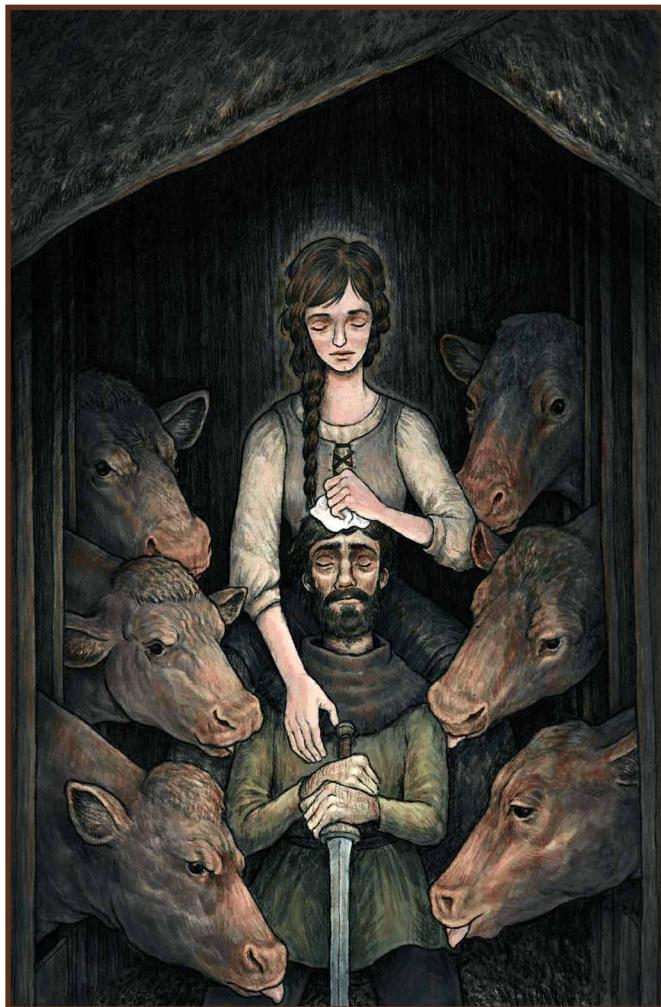
Range: 120'

A ray of white light beams from the caster's raised hand and manifests one of the following effects:

- Eternal radiance:** Casts holy light in a 30' radius. The light is as bright as full daylight (creatures that suffer penalties in daylight are affected). The prayer may only be cast upon a fixed location within range—the eternal radiance does not move. The duration is permanent.
- Beacon of sanctity:** White light radiates in a 15' radius around a chosen object. Undead creatures suffer a -2 penalty to Attack Rolls and Saving Throws while within the radius of light. The duration is 6 Turns.
- Cancelling magical darkness:** *Devotion of St Eggort* may cancel a 30' radius area of magical darkness.

The miracle of St Eggort the Troglodyte: Taking on unusually severe oaths of solitude and silence, Eggort 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 votive candles. The crypt exists to this day as a site of pilgrimage.

Patronages: Chandlers, (undertakers).



LOCATE OBJECT

Prayer name: St Keye's Revelation

Duration: 6 Turns

Range: 120'

A cherub-like apparition of the infant St Keye points in the direction of a sought object, adjusting the indicated direction as the caster moves. One of two types of objects may be located:

- General class:** An object of a general class (e.g. a staircase, an altar, etc.). In this case, the nearest object of that type is located.
- Specific object:** A specific object which the caster can clearly visualise in all aspects.

Restrictions: This spell cannot be used to locate creatures.

The miracle of St Keye the Chronicler: The son of a noble, Keye was born into a life of luxury, with a retinue of servants tending to his family's every need. Even as an infant, Keye was fascinated with the manor's vast libraries of tomes, scrolls, and chronicles, pulling books off of the shelves and gazing at their pages with wonder. On the eve of Keye's second birthday, scornful knights in the service of a neighbouring duke arrived at the manor. Presenting befuddling legal documents, the knights announced their liege's claim to the lands of Keye's family and his plan to instate his youngest son as lord of their manor. Unable to present any counter-evidence and fearing the cruel duke's military might, the family solemnly prepared to accept their fate. Upon the arrival of the duke's smirking son to take up his promised lordship, the infant Keye, unable to read or write, miraculously produced a lost charter proving his family's right to their lands. **Patronages:** Historians, (infants), (lost objects).

REMOVE CURSE

Prayer name: St Primula's Grace

Duration: Instant

Range: The caster or a creature touched

Milk drips from the caster's hand as they recite this prayer. The subject, doused in holy milk, is permanently cured of the affliction of a single curse.

Cursed items: Use of this spell enables a character to discard a cursed magic item.

The miracle of St Primula the Beneficent: Born to a servant family, Primula spent her youth as a milkmaid. As the sun set one autumn eve, she encountered a wretched, scrawny man, hobbling along on a stick and dragging a sack behind him. Pitying him, she invited him into a barn and offered him a bowl of curds and whey. The man revealed his story, claiming to be a knight named Sir Gamulet, stricken by a fairy curse of weakness and reduced to dragging his armour in a sack. Primula bade the accursed knight to lay his head on the straw and began to wash the grime from his face. A group of oxen gathered around and, mimicking the maid's deed, proceeded to gently lick the knight until he fell soundly asleep. Upon awakening the next morning, Sir Gamulet's strength had miraculously returned, the wicked fairy curse washed away by the ministrations of Primula and her oxen. **Patronages:** Oxen, (the strong of arms).

Rank 4 Holy Spells

Powerful miracles bestowed on exalted servants of the Church.



CIRCLE OF PROTECTION

Prayer name: St Faxis' Abjuration

Duration: 12 Turns

Range: 10' around the caster

A sword of glowing light manifests and inscribes a 10' radius circle around the caster, leaving a shimmering ring of light which moves with the caster. The caster and all allies within the circle come under the effect of a *Mantle of Protection*, warded against attacks by Chaotic creatures as well as creatures created or summoned by magic.

AC and Saving Throw bonus: Those warded gain a +1 Armour Class and Saving Throw bonus against attacks and special powers of affected creatures.

Magically created or summoned creatures: The prayer additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the Armour Class and Saving Throw bonuses mentioned above).

The miracle of St Faxis the Penitent: Surrounded by malicious 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 evil magic was repulsed. **Patronages:** Seekers, hunters of evil sorcerers, (soldiers).

CREATE WATER

Prayer name: St Quister's Defence

Duration: Permanent

Range: Touch

A magical fountain of wine-red water springs forth from the ground or a wall. The liquid looks and tastes like a sweet, refreshing wine, but it is actually pure water.

Volume: The fountain produces enough to sustain 12 people and 12 mounts for one day (approximately 50 gallons).

Higher Level casters: If the caster is higher than Level 9, water sufficient for an additional 12 people and mounts is produced for each Level beyond 9.

The miracle of St Quister, Ever-Loyal: Attending a royal feast as an emissary of the Church, Quister received a divine vision warning him that the wine being served was poisoned. Leaping onto the table before the king, the priest prayed to the One True God, desperately pleading for the wine to be purified. Miraculously, all the host's wine was instantly transmuted into pure water. Misunderstanding the priest's ravings as an affront to the king, the royal guard dragged him from the table and executed him on the spot. Only later was it discovered that the wine was poisoned and that Quister was acting to save the king. **Patronages:** Vintners, beefeaters, (hounds).

GREATER HEALING

Prayer name: Steadfastness of St Wick

Duration: Instant

Range: The caster or a creature touched

The rustic voice of St Wick manifests, whispering a parable as the caster touches a living subject.

Healing: The prayer restores 2d6+2 Hit Points to the subject. This cannot raise the subject's Hit Points above the normal maximum.

The miracle of St Wick the Venerable: A man of humble origins, Wick worked as a bargeman, ferrying passengers across a great lake and entertaining them with religious parables along the way. When a belligerent knight became angered and impaled Wick upon his lance, the saint-to-be calmly removed himself from the weapon's shaft and continued preaching, the wound miraculously healed. **Patronages:** Ferry-folk, (grandfathers).

REMOVE POISON

Prayer name: St Torphia's Respite

Duration: Instant

Range: The caster or a creature or object touched

The rattling of manacles echoes as a warm light envelops the caster's hand. The light neutralises poison in one touched creature or object.

Living creature: Neutralise the effects of poison on a living subject. A subject that has died from poisoning can be revived (restored to 1 Hit Point) if *Remove Poison* is cast within 10 Rounds.

Object or substance: Remove poison from an item, food, or liquid.

The miracle of St Torphia of the Solitudes: Torphia lived in a land where the faithful of the Pluritine Church were persecuted. She was captured and thrown into a dungeon. Her cruel captors took to feeding her nothing but poisonous berries. Before her eventual execution and martyrdom, Torphia survived for seven months on naught save the poison fruit and the will of God. **Patronages:** The unjustly imprisoned, (foragers), (prison guards).

SPEAK WITH PLANTS

Prayer name: Salvation of St Wort

Duration: 3 Turns

Range: The caster

A vision of a great yew tree briefly manifests behind the caster, its limbs arching protectively overhead. The caster gains the miraculous ability to communicate with plants.

Normal plants: Flora informs the caster of creatures that have recently passed or performs simple favours. For example, plants may clear a passageway for the caster's party to pass through or writhe and tangle into an impassable thicket to hinder pursuers.

Monstrous plants: The caster can communicate with plant-like or plant-based monsters.

The miracle of St Wort the Benignant: As a wandering pilgrim, St Wort was accosted by bandits. They robbed the saint, stripped him naked, tied him to a lone yew tree atop a barren hill, and left him to die. St Wort implored the One True God to come to his aid. In response, the yew 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. **Patronages:** Yew trees, (coppicers).

SERPENT TRANSFORMATION

Prayer name: St Horace's Requital

Duration: 6 Turns

Range: 120'

Accompanied by the merry laughter of St Horace and the waft of freshly unearthed mushrooms, 2d8 normal sticks leap to attention and miraculously transform into adders.

Commands: The snakes follow the caster's orders for the duration of the spell.

Reversion: When the spell ends or a snake is killed, the serpent reverts back to a normal stick.

Adder

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att Bite (+0, 1d3 + poison) Speed 30 Morale 7 XP 15

Poison: Save Versus Doom or suffer 1 damage per Round for the next 1d6 Rounds.

When killed: The snake reverts back to a normal stick.

The miracle of St Horace the Puissant: As a young friar, Horace (known colloquially as "Brother Windbag") wandered the paths of Dolmenwood, bringing the light of the One True God—in addition to the delights of his sackful of mushrooms—to isolated hamlets. One evening, as Horace recited his bedtime prayers, a pook morel (a type of sentient mushroom with a penchant for theft) jumped out from behind a mossy log. Using its powers of illusion, the pook transformed the friar's rosary into a wriggling centipede. Recoiling in horror, Horace dropped 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 Pluritine Church among its kind. It is said that, since that day, pook morels, though unable to change their nature, refuse to steal from friars. **Patronages:** Mendicants, adders, (mushrooms).



Rank 5 Holy Spells

Great miracles bestowed upon the mightiest servants of the Church.

COMMUNION

Prayer name: St Elsa's Visitation

Duration: 3 Turns

Range: The caster

This prayer allows the caster to enter into communion with one of the ascended saints, asking questions and receiving answers relaying the divine wisdom of the One True God. The spell must be cast upon the saint's feast day (see the free *Dolmenwood Calendar* PDF at dolmenwood.com).

Trance: For the duration of the spell, the caster is in a spiritual trance, unaware of the world around them.

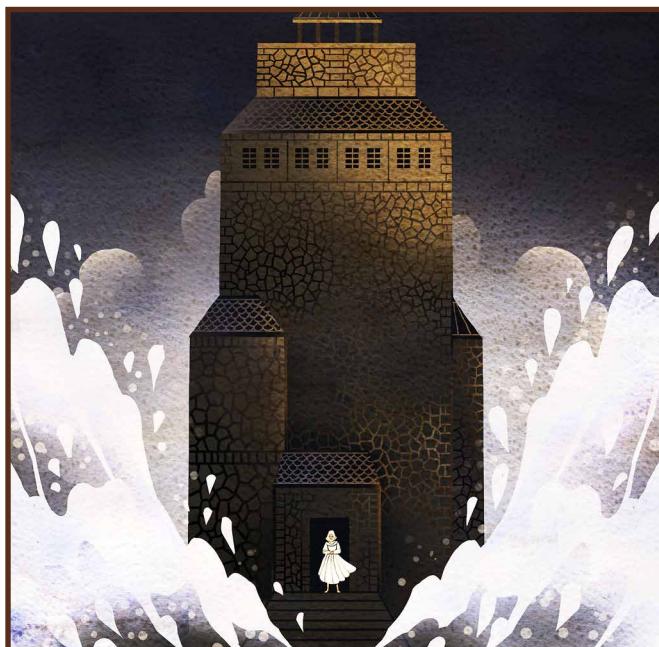
Questions: The caster may ask 3 questions of the saint.

Answers: Each question receives a simple "yes" or "no" answer. The answers are guaranteed to be true.

Usage limit: *Communion* may be cast once per week. The Referee can limit it to once per month if overused.

St Clewyd: For theologically unclear reasons, St Clewyd does not respond to this spell.

The miracle of St Elsa, Balm-Gusher: As the vicar of a coastal village, Elsa received a vision of a great flood on the eve of the feast of St Whittery. 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 were vindicated when a great sea dragon, hunted by the famed knight Sir Willowthorn, was beached and slain, opening a sea bay which engulfed the village. To this day, the saint's tower is the sole surviving element of the original settlement. **Patronages:** Floods, towers, hunters of sea monsters, (follies).



CREATE FOOD

Prayer name: St Ponch's Feast

Duration: Permanent

Range: Appears in the caster's presence

Barrels and hampers of fresh food wash up on a foaming swell of seawater. The brine disappears instantly, but the food remains.

Volume: Food sufficient for 12 people and 12 mounts is conjured—enough to last one day.

Higher Level casters: If the caster is higher than Level 9, food sufficient for an additional 12 people and mounts is produced for each Level beyond 9.

The miracle of St Ponch the Prudent: Ponch was a whaler in a northern land. When a leviathan destroyed the vessel he worked on, he was the sole survivor of the wreck and drifted for weeks alone on a spur of wood. Offering his soul to the One True God, the young seaman was miraculously provided with fresh pears and scones. A month later, he washed up on the shore at Dretcher's Bay in fighting fit (and evangelistic) condition. **Patronages:** Whalers, castaways, (scones), (pears).

HOLY FIRE

Prayer name: St Goodenough's Rebuke

Duration: Concentration (up to 1 Turn) or instant

Range: 30' or the caster or a creature touched

A column of holy fire surrounds the caster, channelling divine grace for one of three purposes:

- Circle of warding:** By concentrating and remaining stationary, the caster creates a ward against undead and creatures created or summoned by magic. Any such creature that comes within 30' must **Save Versus Spell** or be destroyed or banished to its place of origin. If a monster's save succeeds, it flees the warded area.
- Target single monster:** Instantly banish or destroy a single magically-summoned, created, or undead creature within range. The monster may **Save Versus Spell** (with a -2 penalty) to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.
- Restoration:** Touching a subject instantly removes a curse, disease, or other affliction.

The miracle of St Goodenough the Hearty: In old age, Goodenough left his cloistered life and took a vow of mendicant poverty. Wandering the forest, he was tricked into the cottage of an evil sorceress with promises of warm stew. 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 fled with his life. **Patronages:** Warding against evil, (corn-dolls), (picnics).

HOLY QUEST

Prayer name: Righteousness of St Galaunt

Duration: Until quest is completed

Range: 30'

Accompanied by a clap of thunder and a ray of holy light, the caster commands a single subject to perform a specific quest or task.

Example quests: Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, going on a journey to a holy site.

Suicidal quests: The prescribed quest must not be obviously suicidal.

Refusal: The subject must undertake the quest or suffer a -2 penalty to Attack Rolls and Saving Throws.

Completion: Once the task is completed, the spell ends.

Saving throw: The subject may **Save Versus Spell** to resist the holy compulsion, negating the effects of the spell.

The miracle of St Galaunt the Wonderworker: As an old man, St Galaunt dwelt as a hermit in the frost-marshes of the north, visited by pilgrims seeking his counsel. 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. Galaunt commanded the shamed pilgrim journey south to retrieve the fabled chalice of St Indominant, lost for generations. For seventeen years did Hoggeld wander, seeking the fabled chalice. Finally uncovering it in the hoard of a desert demon, he 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.

Patronages: Pilgrimage, truth-seeking, (marsh-dwellers).

INSECT PLAGUE

Prayer name: Amity of St Cornice

Duration: 1 Turn per Level

Range: 360'

A writhing, 60' diameter swarm of biting insects manifests at a location within range.

Movement: The swarm does not move from the area it is summoned in.

Inside the swarm: Vision is limited to 30'. Biting insects inflict 1 damage per Round on all creatures.

Creatures of Level 1–2: Low-level creatures caught within the swarm flee in horror and only stop when at least 240' away.

The miracle of St Cornice of the Angels: As a maiden, Cornice worked scrubbing the kitchens of a cruel lord. Due to her natural beauty, the lord wished to marry Cornice to his cowardly son, but he had her cast into the dungeons after her repeated refusals. The saint-to-be whispered to the beetles crawling across the floor of her cell, beseeching them in the name of the One True God to aid her. The insects obeyed, fetching ever more of their kind, overrunning the castle. When the swarm encroached upon the lord's bedchambers, he relented and had Cornice released. **Patronages:** Chastity, beetles, (scullery maids).

RAISE DEAD

Prayer name: Mercy of St Clewyd

Duration: Instant

Range: 120'

The ultimate miracle—by the grace of God, a deceased person may be returned to life.

Restrictions: Mortals may be raised. Fairies and demifey may not, the fate of their souls being outside of the purview of the Pluritine Church.

Ritual: *Raise Dead* requires a grandiose ritual in a cathedral (e.g. in Castle Brackenwold), the participation of a dozen priests, and the burning of rare incenses to the value of 2,000gp. Despite its title, the ritual makes no reference to St Clewyd.

Time limit: A person deceased for no longer than 2 days per Level of the caster can be raised. (e.g. a Level 10 caster can revive someone who has been dead up to 20 days.)

Weakness: Returning from death is an ordeal. Until the subject gets 2 full weeks of bed rest, they have 1 Hit Point, move at half Speed, cannot carry heavy items, and cannot attack, cast spells, make Skill Checks, or use other Class capabilities. Recovery from this weakness cannot be hastened by magic of any kind.

The miracle of St Clewyd the Refulgent: As chief among the saints revered in Dolmenwood, the life of St Clewyd is replete with miracles. Primary among these is the absolution of the sins of Gondyw at his grave. Gondyw was a cruel judge in a land to the north who persecuted the followers of the Pluritine Church. Such was the passion of St Clewyd's mercy, that Gondyw was resurrected by the power of God, to serve as Clewyd's most trusted disciple and eventually to become a saint himself. **Patronages:** Dolmenwood, repentance, devil-slayers, (goldsmiths), (judges).



Mossling Knacks

The curious semi-magical crafts practiced by mosslings.

Mosslings are something of a curiosity to those sages who specialise in magic. On the surface, they generally exhibit little aptitude for the arcane. However, many of their kind practice inherited, semi-magical crafts which they call *knacks*. It is not uncommon to see a mossling speaking with the roots of trees or whistling to unravel knotted threads. Such deeds can only be classified as magical, even if mosslings themselves do not apply the term.

Knacks known: Mosslings know knacks as granted by their Kindred (see *Mossling, p48*). Each knack grants a special magical talent at Levels 1, 3, 5, and 7.

MOSSLING KNACKS

d6	Knack	d6	Knack
1	Bird friend	4	Thread whistling
2	Lock singer	5	Wood kenning
3	Root friend	6	Yeast master

BIRD FRIEND

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

Bird speech (Level 1): The mossling converses with birds and understands their replies (which are typically simplistic).

Bird companion (Level 3): The mossling can charm a bird companion of Level 1 or less. If the bird fails a **Save Versus Spell**, it remains in the company of the mossling until dismissed. Only one bird may be charmed in this way at a time.

Twittering message (Level 5): Once per day, forest birds may relay a message of up to 10 words for the mossling. The message is passed among the birds of the forest, carried to the specified person or location at a rate of 12 miles per hour. When it arrives at the destination, the message is reproduced in the twitterings of the birds.

Summon flock (Level 7): Once per day, the mossling can call upon the aid of woodland birds. A flock of sparrows, starlings, thrushes, and blackbirds gathers and remains in the mossling's service for 1d4 Turns.

Flock of Birds

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 13 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Pecks and clawing (+2, 1d6) Fly 40 Morale 7 XP 40

LOCK SINGER

The mossling studies mysterious and closely-guarded songs which have the power to charm locks.

Open simple locks (Level 1): For every Turn the mossling sings to a simple, mundane lock, there is a 2-in-6 chance the device is coaxed open.

Locate key (Level 3): 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 mossling comprehends.

Snap shut (Level 5): Simple, mundane locks within 30' instantly snap shut after a single Round of song.

Open any lock (Level 7): The mossling's song can persuade locks of any complexity to open, with a 2-in-6 chance of success per Turn of singing. Even magically sealed locks are cooperative, although in this case there is a 1-in-6 chance of the magic backfiring and sealing the mossling's mouth shut for 1d4 days.

ROOT FRIEND

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

Root question (Level 1): Once per day, the mossling can pose one question of a root about its surroundings. The root answers truthfully with 1d6 words.

Summon roots (Level 3): The mossling can summon edible roots to the surface once per day. 1d4 fresh rations are produced.

Root respite (Level 5): The mossling may shelter in the roots of a tree or other large plant once per day. The mossling is taken underground into the plant's root system, where they may lie unnoticed for up to an hour.

Summon root thing (Level 7): The mossling can summon a monstrous root vegetable from the earth once per day. The creature arrives at the character's location in 1d6 Rounds and obeys their commands for 1d6 Turns before fleeing into the undergrowth.

Root Thing

MEDIUM PLANT—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 13 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att 2 claws (+2, 1d4 + entangle) Speed 30 Morale 9 XP 65

Entangle: If both claw attacks hit in the same Round, the victim becomes entangled in the monster's rooty grasp. An entangled victim automatically suffers 1d4 damage per Round and cannot attack. A **Save Versus Hold** is allowed, once per Round, to escape.

Further details: See the DMB.



THREAD WHISTLING

A mysterious whistling technique grants the mossling sympathetic control over threads and strings within 30'.

Thread mastery (Level 1): The mossling's whistling can tie, untie, or unravel any textile thinner than rope: string, laces, and the fabric of garments.

Animate threads (Level 3): The mossling commands loose threads or strings to move as they direct. The threads may be commanded to move up to 5' per Round for as long as the mossling whistles. Commanded threads do not have the strength to attack, but do have the strength to drag small objects (up to 20 coins of weight).

Rope mastery (Level 5): Ropes loosen or tighten at the mossling's command.

Animate rope (Level 7): At the mossling's command, a rope animates to attack and entangle foes. The mossling must concentrate and continue to whistle while commanding a rope—they may move at half Speed but may not attack or perform other actions.

Animated Rope

SMALL CONSTRUCT—MINDLESS—NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Grab (+0, entangle) Speed 30 Morale 12 XP 15

Entangle: On a successful attack, the rope wraps around the victim. While entangled, the victim is unable to move. The mossling may command the rope to constrict the victim, inflicting 1d3 automatic damage per subsequent Round.

Breaking free: Instead of attacking, an entangled victim may **Save Versus Hold** to escape each Round.

WOOD KENNING

The mossling's fingers are sensitised to the subtle vibrations of tree and wood. By spending 1 Turn touching a wooden item or the trunk of a tree, the mossling may glean knowledge.

Sense history (Level 1): The mossling learns the name of a wooden item's creator or the name of the last person to touch it.

Sense emotions (Level 3): The mossling discerns the most recent strong emotion which the wood has absorbed from a sentient being (wood is highly sensitive to such energies).

See beyond (Level 5): The mossling gains a momentary image of what lies on the other side of a wooden barrier (e.g. a door or wall).

True name (Level 7): The mossling learns a tree's true name. Once per day, the mossling 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.

YEAST MASTER

The mossling has a special affinity for the great mass of yeasts and fungal spores that permeate the deep woods. The yeast master hears the chorus of their song and counts them as constant companions.

Ferment (Level 1): The mossling's touch ferments sweet liquids at a rate of one pint per Turn. The liquid is transformed to a frothy, alcoholic brew, delicious to mosslings. There is a 2-in-6 chance of it being palatable to other folk.

Commune with yeast (Level 3): The mossling communes 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 mossling.

Yeasty belch (Level 5): By allowing potent yeasts to ferment in their belly, the mossling can emit a heady belch once per day. The belch may be targeted at an individual within 10', who must **Save Versus Blast** or faint for 1d6 Rounds.

Yeast feast (Level 7): Summoning omnipresent micro-organisms, the mossling is able to conjure a yeasty feast equivalent to 1d6 fresh rations. 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

“Never mind the tricksome fairies, the perilous plants, or the blasted standing stones. The real danger out there in the wild is unpreparedness. And I don’t mean just keeping your sword sharp. Without a sturdy backpack, your gear gets wet and that torch won’t light when you find yourself in some dank, god-forsaken place. That ball of twine you forgot? Well, that could’ve been a tripwire around the camp perimeter that let you know a hungry bear invited himself to dinner. Oh, and a sprig of wolfsbane can be the difference between life or death when you look up and notice that full moon on a foggy autumn night.”

—Emelda Burl, human hunter

Adventuring Gear

The day-to-day tools of the trade of adventurers and vagabonds.

CONTAINERS

Item	Capacity	Cost (gp)	Weight
Backpack	400 coins	4	50
Barrel	320 pints	1	70
Belt pouch	50 coins	1	10
Bucket	40 pints	1	20
<i>Casket (iron, large)</i>	800 coins	30	400
<i>Casket (iron, small)</i>	250 coins	10	100
Chest (wooden, large)	1,000 coins	5	200
Chest (wooden, small)	300 coins	1	50
Sack	600 coins	1	5
<i>Scroll case</i>	1 scroll	1	5
Vial (glass)	½ pint	1	1
Waterskin	2 pints	1	50 (full)

LIGHT

Item	Cost (gp)	Weight
Candles (10)	1	20 (2 each)
Lantern (hooded)	5	20
<i>Lantern (bullseye)</i>	10	20
Oil (flask)	1	10
Tinder box	3	10
Torches (3)	1	30 (10 each)

CAMPING AND TRAVEL

Item	Cost (gp)	Weight
Bedroll	2	70
Cooking pots	3	100
Firewood (bundle, 8 hours)	1	200
Fishing rod and tackle	4	50
Rations (preserved, 1 day)	2	20
Rations (fresh, 1 day)	1	20
Tent	20	20

Common and Uncommon Items

Items listed in *italics* are only available in towns and cities. Other items are available in all settlements.

Coinage

Gold pieces (gp): Worth 10sp, 100cp.

Silver pieces (sp): Worth $\frac{1}{10}$ gp, 10cp.

Copper pieces (cp): Worth $\frac{1}{100}$ gp, $\frac{1}{10}$ sp.

Pellucidium pieces (pp): Worth 5gp, 50sp, 500cp. Pellucidium—commonly called *fairy silver*—is a pale, silvery metal originating in Fairy. Even in pitch darkness, it faintly glints as if under moonlight.

HOLY ITEMS

Item	Cost (gp)	Weight
<i>Holy symbol (gold)</i>	100	20
<i>Holy symbol (silver)</i>	25	20
Holy symbol (wooden)	5	10
<i>Holy water (vial)</i>	25	10

MISCELLANEOUS TOOLS

Item	Cost (gp)	Weight
<i>Bell (miniature)</i>	1	1
<i>Block and tackle</i>	5	50
<i>Caltrops (bag of 20)</i>	1	20 (1 each)
<i>Chain (10' long)</i>	30	100
Chalk (10 sticks)	1	10 (1 each)
Chisel	2	20
Crowbar	10	50
<i>Grappling hook</i>	20	40
Hammer (small)	2	30
Hammer (sledgehammer)	5	100
<i>Ink (vial)</i>	1	5
Iron spikes (12)	1	60 (5 each)
<i>Lock</i>	20	10
<i>Magnifying glass</i>	3	5
Manacles	15	60
<i>Marbles (bag of 20)</i>	1	20 (1 each)
Mining pick	3	100
Mirror (small)	5	50
<i>Musical instrument (stringed)</i>	20	50
<i>Musical instrument (wind)</i>	5	20
<i>Paper or parchment (2 sheets)</i>	1	—
Pole (10' long, wooden)	1	70
Quill	1	1
Rope (50' long)	1	100
Rope ladder (25' long)	5	200
Saw	1	20
Shovel	2	50
<i>Spell book (blank)</i>	100	50
<i>Thieves' tools</i>	25	10
Twine (100' ball)	1	10
Whistle	1	1

CLOTHING

Item	Cost (gp)	Weight
Clothes, common	1	30
<i>Clothes, extravagant</i>	100	60
<i>Clothes, fine</i>	20	40
<i>Habit, friar's</i>	2	30
<i>Robes, ritual</i>	10	30
Winter cloak	2	20

ADVENTURING GEAR

Backpack: A leather bag with shoulder straps. Holds up to 400 coins.

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

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 75%, but requires 4 times as much rope.

Bucket: Holds 40 pints (5 gallons).

Caltrops: Small metal spikes sufficient to cover a 5' × 5' area. Creatures moving through the area have a 2-in-6 chance of treading on a spike. Victims suffer a 50% Speed reduction for 24 hours (or until they receive magical healing).

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

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

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

Chalk: Useful for making markings on stone.

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

Chisel: Used with a hammer for chipping away stone.

Clothes: Full sets of clothing to cover the whole body, including hose, tunic, shirt, belt, dress, etc.

Cooking pots: Pots and pans for campfire cooking.

Crowbar: An iron bar, 2–3' long. Used for prying open doors, chest lids, etc.

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

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

Grappling hook: Made of iron, with 3–4 hooks and a ring to attach a rope.

Habit, friar's: Simple hessian tunic and cowl with a cord belt, worn by friars.

Hammer (small): Useful for hammering in iron spikes or tapping stonework.

Hammer (sledgehammer): A big heavy hammer for breaking rock.

Holy symbol: Servants of the Pluritine Church must carry a holy symbol worn around the neck. The quality of a holy symbol alters its effectiveness at turning the undead. A silver holy symbol grants a +1 bonus to the 2d6 roll which determines the success of the turning attempt. A gold holy symbol also grants a +1 bonus to the 2d4 roll which determines the number of monsters affected.

Holy water: Water blessed by high-ranking clergy, stored in a special vial for use in religious rituals. Holy water inflicts damage on undead monsters (see *Weapons, p118*). Loses its power if transferred from the blessed vials it is stored in.

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

Iron spikes: May be used to wedge doors open or shut, anchor ropes, and many other purposes.

Lantern: Shutters allow the light to be hidden and the flame protected. Burns one oil flask every 4 hours (24 Turns). A hooded lantern casts light in a 30' radius. A bullseye lantern casts light in a narrow beam, 60' 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 restraining a creature's hands or feet.

Marbles: A bag of small, colourful glass beads.

Mining pick: A strong pick for breaking rock.

Mirror (small): Useful for looking around corners or for reflecting a monster's harmful gaze.

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 10 times as much.

Oil flask: A flask of oil fuels a lantern for four hours (24 Turns). Burning oil can also be used as a weapon, either by throwing it at enemies (see *Weapons, p118*) or by pooling it on the ground (covers a 3' diameter area, burns for 1 Turn, 1d8 Damage to creatures passing through).

Paper or parchment: Approximately 1'-square sheets.

Pole (10' long, wooden): A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.

Quill: A large feather sharpened into a writing point.

Rations: Preserved rations last up to 2 months, or 1 week in dank conditions (e.g. fungal forest, dungeons). Fresh rations last for 1 week, or 1 day in dank conditions.

Robes, ritual: Fine quality robes with embroidered symbols. Often used by magicians.

Rope: Strong enough to hold the weight of three people and their equipment.

Rope ladder: Two ropes with looped rungs and a knot at the top to attach a grappling hook. Strong enough to hold the weight of three people and their equipment.

Sack: A large, hessian sack that can hold 600 coins.

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

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

Shovel: For excavating earth.

Spell book (blank): A hefty tome of vellum pages bound in leather, suitable for inscribing spells. A spell book can contain up to three spells.

Tent: Large enough for two people.

Thieves' tools: A set of lock picking tools in a small case.

Tinder box: Used to light fires, including torches. In perilous situations, there is a 2-in-6 chance of success lighting a fire per Round.

Torch: When lit, casts light in a 30' radius and burns for 1 hour (6 Turns). Torches may also be used in combat (see *Weapons, p118*).

Twine: A wound ball of thin cord or string. Can support up to 300 coins of weight.

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

Waterskin: A leather container that holds up to 2 pints of liquid. Weighs 5 coins when empty.

Winter cloak: A thick, woollen traveller's cloak.

Whistle: Useful for signalling or faking bird calls.

Armour and Weapons

Arms to defend oneself against weird beasts that lie in wait.

ARMOUR				
Armour	Cost (gp)	AC	Weight	Bulk
Unarmoured	–	10	–	None
Leather	20	12	200	Light
<i>Bark</i>	30	13	300	Light
Chainmail	40	14	400	Medium
<i>Pinecone</i>	50	15	400	Medium
Plate mail	60	16	500	Heavy
Full plate	1,000	17	700	Heavy
Shield	10	+1	100	None

Italics: Usually only made and worn by mosslings.

Bulk: Denotes which characters can use this type of armour.

AMMUNITION		
Ammunition	Cost (gp)	Weight
Arrows (quiver of 20)	5	20
Quarrels (case of 20)	10	20
Sling stones	Free	1 each
Singles: A single arrow costs 25cp and a single quarrel costs 5sp.		
Retrieving ammunition: When trying to gather fired ammunition after a battle, characters can retrieve 50% of fired rounds. Others are smashed or shattered—unusable.		

WEAPONS					
Weapon	Cost (gp)	Damage	Weight	Size	Qualities
Battle axe	7	1d8	100	Medium	Melee
Club	3	1d4	20	Medium	Melee
Crossbow	30	1d8	50	Medium	Armour piercing, Missile (80' / 160' / 240'), Reload, Two-handed
Dagger	3	1d4	10	Small	Melee, Missile (10' / 20' / 30')
Hand axe	4	1d6	20	Small	Melee, Missile (10' / 20' / 30')
Holy water vial	25	1d8	10	Small	(See p116) Missile (10' / 30' / 50'), Splash
Lance	5	1d6	100	Large	Brace, Charge, Melee, Reach
Longbow	40	1d6	40	Large	Missile (70' / 140' / 210'), Two-handed
Longsword	10	1d8	30	Medium	Melee
Mace	5	1d6	40	Medium	Melee
Oil flask (burning)	1	1d8	10	Small	(See p116) Missile (10' / 30' / 50'), Splash
Polearm	7	1d10	140	Large	Brace, Melee, Reach, Two-handed
Shortbow	25	1d6	20	Medium	Missile (50' / 100' / 150'), Two-handed
Shortsword	7	1d6	20	Medium	Melee
Sling	2	1d4	10	Small	Missile (40' / 80' / 160')
Spear	3	1d6	30	Medium	Brace, Melee, Missile (20' / 40' / 60')
Staff	2	1d4	40	Medium	Melee, Two-handed
Torch (flaming)	1 for 3	1d4	10	Medium	(See p116) Melee
Two-handed sword	15	1d10	140	Large	Melee, Two-handed
War hammer	5	1d6	40	Medium	Melee

Size: Denotes which characters can use this type of weapon.

WEAPON QUALITIES

Armour piercing: +2 Attack against targets wearing non-magical metal armour.

Brace: When attacking a target that charged into melee with the wielder this Round, inflicts double damage due to bracing the weapon against the ground.

Charge: Charge attacks from a suitable mount (see *Horses and Vehicles*, p120), double any damage inflicted.

Melee: Close quarters weapon, only usable within 5' of an opponent.

Missile: Thrown or fired weapon, only usable at greater than 5' from an opponent. The distances for short (+1

Attack), medium, and long (-1 Attack) range are shown in parentheses.

Reach: Can be used to attack from the second rank, from behind one or more allies in front. Incurs a -2 Attack penalty if the ally in front is of equal size or larger than the wielder or is using a two-handed weapon.

Reload: Can only be fired once every 2 Rounds, requiring a Round to reload between shots.

Splash: On a successful attack, the container smashes and douses the target with the liquid. The listed damage is inflicted for 2 Rounds, as the liquid drips off.

Two-handed: Requires both hands to wield. The character cannot carry anything (e.g. a shield) in the other hand.

ARMOUR

Bark armour: Thick layers of tough, lichen-encrusted bark, with flexible joints of young birch bark or bottle corks laced together. Typically only available in small size, designed for mosslings.

Chainmail: A suit of interlocking metal rings over a backing of quilted fabric.

Full plate armour: Perfectly interlocking plates of metal over a backing of chain mail and padding. Only the most expert armourers can craft full plate armour, and each suit must be tailored and balanced for a specific individual (takes 1 month). Wearing another person's full plate armour is awkward and only grants AC 16.

Leather armour: A breastplate of hardened leather, with soft leather covering the rest of the body.

Pinecone armour: An intricate scale-work of hardened pine scales threaded onto a cloth backing. Typically only available in small size, designed for mosslings.

WEAPONS

Battle axe: A heavy axe with a 3' haft.

Club: A 2–3' length of stout wood with a heavy head.

Crossbow: A bow mounted horizontally on a wooden shaft, with a winding mechanism to pull back the string and nock a quarrel. May be kept in the loaded position.

Dagger: A 1' long, two-edged blade.

Hand axe: A 2' long hatchet suitable for use in melee or for throwing.

Lance: A 10' shaft of strong wood tipped with a pointed, leaf-shaped blade. Designed for use on horseback, but may also be used on foot.

Longbow: A bow of around the wielder's height, typically 6' in length. Fires arrows.

Longsword: Typically double-edged and around 3–4' in length.

Mace: A 2–3' haft with a studded, flanged, or spiked head.

Polearm: A long haft (8' or longer) tipped with a stabbing point or slashing blade. Many types of polearms exist, but all are treated as one weapon type for simplicity.

Shortbow: A bow of around 4' in length. Fires arrows.

Shortsword: 2' blades designed as thrusting and stabbing weapons.

Sling: A strap of leather or fabric used to twirl and launch normal stones at high speed.

Spear: A haft of strong, flexible wood, typically around 5' long, tipped with a stabbing metal point.

Staff: A stout length of wood, typically 6–8' long. Staves often double as walking sticks, but those designed for combat may be shod with metal end caps.

Two-handed sword: A great, heavy sword, 5–6' in length.

War hammer: A 2–3' haft tipped with a heavy metal hammer head, often with a spike on one side.

Tailoring Armour

Custom crafting: If armour suited to a character's size is not available for purchase, an armourer may be able to craft custom-fitted armour. This has no extra cost, but it takes 2d6 days.

Adapting armour: An armourer can adapt an existing suit of armour to a character of different size. This process takes 2d6 days and costs half the armour's full price. For example, tailoring a suit of human-sized chainmail to fit a woodgrue would cost 20gp.

Plate mail: Metal plates shaped to the contours of the body. Sections of chainmail provide flexibility at the joints.

Shield: Made of metal or reinforced wood.

Unarmoured: Standard clothing.

Weapons of Special Metals

Adventurers in Dolmenwood sometimes seek out weapons forged of cold iron or silver, as those metals are harmful to fairies or certain undead monsters.

Time: Cold iron and silver weapons must be crafted to special order, incurring a delay of 2d6 days.

Cold Iron Weapons

Cost: Double the weapon's normal price.

Damage: Cold iron weapons gain a +1 damage bonus against fairies and demi-fey, but suffer a -1 damage penalty against other creatures. For example, a cold iron shortsword inflicts 1d6+1 damage on a fairy or demi-fey (rather than the standard 1d6) and 1d6-1 damage against other creatures.

Construction: Cold iron weapons are made of pure iron, forged in flames of ancient yew wood, and doused in water infused with mandrake root.

Silver Weapons

Cost: Ten times the weapon's normal price.

Damage: Silver weapons inflict normal damage on all foes, but certain foes can *only* be harmed by silver (or magic) weapons.

Using Disallowed Weapons and Armour (Optional Rule)

Characters may sometimes wish to use weapons or armour not allowed by their Kindred or Class. This may be handled as follows.

Weapons: -4 penalty to Attack Rolls.

Armour and shields: -2 Armour Class penalty. The character cannot use Kindred or Class capabilities reliant on stealth, reactions, or agility or of a magical nature (e.g. glamours, spell casting).

Horses and Vehicles

Convenient for road travel, but may become burdensome in the tangled woods.

HORSES			
Horse	Cost (gp)	Load	Type
Charger	250	4,000	War
Dapple-doff	40	5,000	Draft
Hop-clopper	80	5,000	Draft
Mule	30	2,500	Mule
Prigwort prancer	75	3,000	Riding
Yellow-flank	250	3,500	Riding

Load: The maximum weight (in coins) the horse can carry at normal Speed. Horses can carry double this load at half Speed.
Rider weight: Treat Small riders as 1,200 coins and Medium riders as 1,700 coins, without equipment weight.

ACCESSORIES		
Item	Cost	Weight
Feed (1 day)	5cp	100
Horse bardings (+2 AC)	150gp	600
Pack saddle and bridle	10gp	150
Riding saddle and bridle	25gp	300
Riding saddle bags	5gp	100

HORSES

1. Charger

War horses bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 **AC 12** **HP 3d8 (13)** **Saves** D11 R12 H13 B14 S15
Att 2 hooves (+2, 1d6) **Speed** 40 **Morale** 9 **XP** 65

Charge: Trained to charge into melee, requiring a clear run of 40'. When charging, the horse cannot attack, but a successful lance attack by the rider inflicts double damage.

Melee: When in melee, both rider and horse can attack.

2. Dapple-Doff

Mighty, shaggy-furred draft horses, bred for their great strength. Dull-witted and easily spooked.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 **AC 12** **HP 3d8 (13)** **Saves** D11 R12 H13 B14 S15
Att None **Speed** 30 **Morale** 5 **XP** 40

3. Hop-Clopper

Stocky, green-maned draft horses beloved by Prigwort breweries. Get tetchy without their daily pint of ale.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 **AC 12** **HP 3d8 (13)** **Saves** D11 R12 H13 B14 S15
Att 2 hooves (+2, 1d4) **Speed** 30 **Morale** 7 **XP** 40

Riding Horses and Overland Travel

Riding horses have Speed higher than 40, but can only move at this rate for short bursts (up to 1 hour). When travelling overland for long distances, parties mounted on riding horses are treated as having Speed 40 (see *Travel, p156*).

4. Mule

Stubborn horse/donkey cross-breeds used as beasts of burden. Unlike other horses, mules can be taken underground.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 **AC 12** **HP 2d8 (9)** **Saves** D12 R13 H14 B15 S16
Att Kick (+1, 1d4) or bite (+1, 1d3) **Speed** 40 **Morale** 8
XP 20

5. Prigwort Prancer

Lightly built horses adapted to run at high speed. Fond of snacking on acorns in the autumn.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 **AC 12** **HP 2d8 (9)** **Saves** D12 R13 H14 B15 S16
Att 2 hooves (+1, 1d4) **Speed** 80 **Morale** 7 **XP** 20

6. Yellow-Flank

Tall, slender horses favoured by nobility, with flowing, silver manes and golden dappling along their sides. The haughty, laughing neigh of the yellow-flank bespeaks the breed's rumoured fairy ancestry.

LARGE ANIMAL—SEMI-INTELLIGENT—ANY ALIGNMENT

Level 3 **AC 12** **HP 3d8 (13)** **Saves** D11 R12 H13 B14 S15
Att 2 hooves (+2, 1d4) **Speed** 60 **Morale** 7 **XP** 40

Alignment: The Referee should secretly determine the Alignment of each yellow-flank, at random. After 1d3 weeks of being owned by a character of differing Alignment, the horse attempts to escape, even chewing reins and tethers.

ACCESSORIES

Feed: A sack of hay, oat grains, and the odd apple or carrot to chomp.

Horse bardings: Armour made of leather and plates of metal. Grants a +2 bonus to Armour Class.

Saddle and bridle: A riding saddle is a leather seat required to mount and ride a horse. A pack saddle is necessary for horses to carry heavy loads, as it includes a rack upon which to lash crates, bags, and bundles.

Riding saddle bags: Hold up to 500 coins of weight.

LAND VEHICLES

Vehicle	Cost (gp)	AC	HP	Speed	Cargo	Animals
Cart	100	10	1d4	30	10,000	1 draft horse or 2 mules
Wagon	200	10	2d4	30	20,000	2 draft horses or 4 mules

WATER VEHICLES

Vehicle	Cost (gp)	AC	HP	Speed	Cargo	Crew
Barge	500	11	1d20 + 20	30	160,000	2–4 sailors
Canoe	30	10	1d4	60	5,000	1–2 untrained
Fishing boat	350	12	1d20 + 20	60	25,000	1–2 sailors
Raft	1gp per sq.ft.	10	5 per 10' sq.	20	500 per sq.ft.	1 untrained
Raft, makeshift	—	10	3 per 10' sq.	20	250 per sq.ft.	1 untrained
Rowing boat	25	10	2d4	40	5,000	1–2 untrained

LAND VEHICLES

Cart: A two-wheeled vehicle. If pulled by twice as many animals (2 draft horses or 4 mules), a cart can hold up to 20,000 coins of weight.

Wagon: A four-wheeled, open vehicle. If pulled by twice as many animals (4 draft horses or 8 mules), a wagon can hold up to 40,000 coins of weight.

WATER VEHICLES

Barge: A flat-bottomed boat, 20' long and 10' wide, designed for carrying cargo. Barges may be rowed, pushed with poles, or pulled by horses on the riverbank.

Canoe: A small boat, 15' long and 3' wide, made of hide or canvas stretched over a wooden frame. Because of its small size and lightweight construction (weighing 500 coins), a canoe may be carried by two people.

Fishing boat: A small sailing boat, 20–30' long and 6' wide.

Raft: A professionally built raft has raised sides, a basic steering oar, and some form of shelter for goods or passengers. Such a raft may be up to 30' × 40'. Professionally built rafts are sometimes floated downstream with cargo and then broken down and sold for the value of their wood (25cp per square foot).

Raft, makeshift: Given sufficient trees for wood, characters may build a makeshift raft in 1d3 days per 10' square section (up to a maximum size of 20' × 30').

Rowing boat: A small wooden boat for 1–2 people, 10' long and 4' wide.

Rules For Vehicles

Basic stats: Vehicles have Armour Class, Hit Points, and Speed.

Damaging: Magic, area effects (e.g. flaming oil), and giant monsters' attacks inflict $\frac{1}{5}$ normal damage. Normal attacks (e.g. bows, claws, swords) are ineffective.

Effects of damage: A vehicle's Speed is reduced by 10% for every 10% of its maximum Hit Points it loses.

Repairs: Crew can repair damage up to half a vehicle's maximum Hit Points in the field. Full repairs require a workshop or dock.

Cargo: Lists the maximum weight of cargo (in coins) a vehicle can carry.

Crew / animals: Lists the number of beasts of burden, trained sailors (see *Specialist Services, p132*), or untrained characters needed to operate the vehicle.

Reduced crew: A vehicle's Speed is reduced by 10% for every 10% of its crew that is missing.

Passengers: Vehicles can carry passengers in place of cargo: one Small or Medium person per 5,000 coins of cargo space.

Water Travel

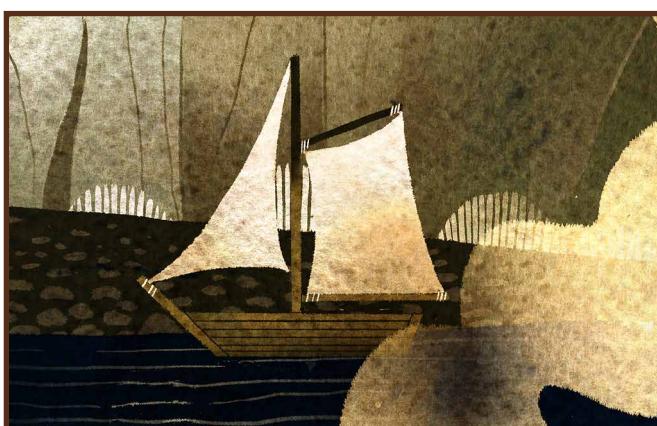
Drifting along Dolmenwood's waterways is handled using the normal travel rules (see *Travel, p156*). The Referee tracks the party's position along the body of water as they travel.

Lakes: Treat as hexes with a cost of 2 Travel Points.

Rivers: Treat similarly to roads, costing 2 Travel Points per 6 miles when travelling downstream (i.e. with the current) and 3 Travel Points per 6 miles when travelling upstream (i.e. against the current). On the Referee's hex map (*DCB*), rivers are annotated with 6 mile marker points.

Hex features: The party may explore any features along the shore in hexes they pass through.

Rest: The vessel is assumed to be docked or anchored during rest breaks and at night.



Hounds

Loyal companions for the traveller on lonely roads.

HOUNDS

Hound	Cost (gp)	Type
Bloodhound	25	Tracking
Dapper	60	Companion
Dolmen pincher	30	Hunting
Lankston mastiff	50	Guard dog
Lichhound	150	Undead ward
Pisker	75	Fairy ward
Seelie dog	60	Companion
Spookhound	120	Undead ward

ACCESSORIES

Item	Cost (gp)	Weight
Dog armour (+2 AC)	25	200
Feed (1 day)	1	20

HOUNDS

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.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d6) Speed 50 Morale 7 XP 20

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.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d4) Speed 50 Morale 7 XP 20

Language: Dappers are able to mimic 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.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 12 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d6 + bring down prey) Speed 50 Morale 9 XP 35

Bring down prey: If a dolmen pincher successfully attacks a target of Level 4 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 Armour Class and Attack.

4. Lankston Mastiff

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

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 12 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Bite (+2, 1d6+) Speed 40 Morale 9 XP 40

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.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d4) or 1 turning bark **Speed** 40 **Morale** 8
XP 10

Fear no undead: Do not check Morale when in combat with undead monsters.

Turning bark (once a day): A lichhound may emit a baying that is terrifying to the undead. On a 2d6 roll of 7 or more, Level 1 undead monsters are turned, and on a roll of 9 or more, Level 2 monster are turned. If the baying succeeds, 2d4 undead monsters flee from the hound for 1 Turn.

6. Pisker

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

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 11 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d6) **Speed** 40 **Morale** 8 **XP** 20

Detect fairies: All animals exhibit an uneasiness in the presence of fairies. 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 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.

SMALL ANIMAL—SEMI-INTELLIGENT—NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d4) **Speed** 60 **Morale** 7 **XP** 10

Language: Cannot speak, but have a basic understanding of language (typically 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, short-haired hounds of gentle demeanour, recognisable for their white/grey coats, fluffy tails, and buggy eyes. The spookhound was bred for the ability to detect the presence of the undead.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d4) **Speed** 40 **Morale** 6 **XP** 10

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

ACCESSORIES

Dog armour: Light leather armour with a spiked collar. Grants a +2 bonus to Armour Class.

Feed: Fresh meat scraps and bones to gnaw. Dogs may also be fed on rations of freshly caught game (see *Finding Food in the Wild*, p152).



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

ESTABLISHMENT QUALITY

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 additionally serve their own specialities.

POOR FOOD

Poor establishments typically have 1–2 main dishes and 1 side dish available on any given day.

Main Dishes

- Battered pizzle:** The generative organs of a slaughtered bull, sliced up, battered, and fried. Rich and gristly stuff.
- Blood porridge:** Oat porridge with a healthy portion of bloodworms mixed in. Some folk like their worms still wriggling.
- Bubble and squeak:** Fried up leftovers from yesterday's supper. Commonly a mix of cabbage, root vegetables and meat scraps.
- 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.
- Fisher's gruel:** Grain slop cooked in a fish-bone stock.
- Roast wellington:** Layers of leftover mash, cabbage leaves, and chicken skin, rolled up and roasted.
- Special pasty:** Butter and sheep fat pastry encasing meaty chunks of unknown origin. Best not to ask.
- 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

- Codswallop:** A putrid, off-white slop. No one is quite sure what's in it.
- Pig's ear:** Crispy fried hog's ear. Nice and hairy.
- Sourcrouute:** Fermented cabbage, often accompanied by an unwanted edge of mould.
- 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 2–3 main dishes and 1–2 side 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.



FANCY FOOD

Fancy establishments typically have 3–4 main dishes, 1–2 side dishes, and 1–2 desserts 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 refuse to serve this dish on nights of the full moon, as it is said to attract the attention of witches.
6. **Roast lurkey:** Juicy flesh of the notoriously elusive Dolmenwood game bird.

6. Shanky: A pair of chicken or quail legs wrapped in vine-gared 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 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.

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 of mossling manufacture.
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?

COMMON BEVERAGES

d8	Name	Type	Cost
1	Barrowblaster	Beer / cider	9cp
2	Keye's Balm	Beer / cider	1sp
3	Marrowhyte Dark	Beer / cider	2sp
4	Pilston's Heartbreaker	Beer / cider	4cp
5	Bard's Cordial	Spirit	2sp
6	Old Swythener	Spirit	5cp
7	Prigwort Tipple	Spirit	3sp
8	Mason's	Tea	1cp

UNCOMMON BEVERAGES

d20	Name	Type	Cost
1–2	Cobsworth Pale	Beer / cider	5sp
3	Halthidden's	Beer / cider	3sp
4	Merryweather	Beer / cider	4sp
5–6	Tithelands Cider	Beer / cider	2sp
7	Glubwob	Specialist	2sp
8–9	Mead	Specialist	12sp
10	Distillation of Dusk	Spirit	7sp
11	Ether of Blue	Spirit	5sp
12–13	Pokey Nog	Spirit	5sp
14	Porrid's Full Moon	Spirit	1sp
15	The Night Liqueur	Spirit	6sp
16	Wakelyke's Scarlet	Spirit	4cp
17	Earl Yellow	Tea	5cp
18	Buckston Fizz	Wine	12sp
19	Faggley's Iced	Wine	14sp
20	Inkling Wine	Wine	11sp

RARE BEVERAGES

d12	Name	Type	Cost
1	Moon's Milk	Specialist	2sp
2–3	Nippers	Specialist	5sp
4	Lord Oberon's Ambrosial	Spirit	1gp
5–6	Prigwort Pure	Spirit	7sp
7	Purple Aspintheon	Spirit	1gp
8–9	Tomfoy's	Tea	1sp
10	Lady Mauve	Wine	3gp
11	The Cold Prince	Wine	35sp
12	Underbrood's Vintage	Wine	5gp

Bottles and Casks

Wines, spirits, and specialist beverages can sometimes be bought in bottles (30 coins weight) containing 5 portions of the drink for the price of 4 portions. Likewise, a cask of beer or cider (80 coins weight) contains 10 portions of the drink for the price of 8 portions.

AVAILABILITY

Beverages are stocked at inns and taverns according to the quality of the establishment (see p124), as follows.

Poor: 3–4 common beverages, 1 uncommon.

Common: All common beverages, 3–4 uncommon.

Fancy: All common and uncommon beverages, 3–4 rare.

BEERS AND CIDERS

1. Barrowblaster: A robust ale, streaked black and white, with a rich, iron-like flavour. **Effect:** 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. Halthidden's: A gloopy, grey ale that tastes of plum and cinnamon. **Effect:** Provokes indiscriminate romantic 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. Merryweather: A crisp, pale green, sparkling cider with a hint of butterscotch. **Effect:** Grinning and redness of face.

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

8. Tithelands Cider: Sharp, amber, slightly sour. Leaves a tingling sensation on the palate. **Effect:** Tranquil daydreaming. A few drops in a poultice cures pimples, wearing a sock soaked in it relieves melancholy.

SPECIALIST BEVERAGES

1. Glubwob: A stinking grey-green slop of aged lichen and yeast froth. A commonplace mossling 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 cosy feeling in the belly and a light, eloquent state of mind.

3. Moon's Milk: Exported from the mossling village of Orbswall. A sweet and awfully sour fermented mix of milky and fruity liquids. **Effect:** Inspires 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. Bard's Cordial:** A frothy, orange spirit that tastes of malted rye. **Effect:** Brings on a state of unexpected poetry.
- 2. Distillation of Dusk:** A rare, ultraviolet spirit with a lingering, oaken after-taste. **Effect:** Brings on a delightful state of listless lounging.
- 3. Ether of Blue:** A spirit with a delicate, translucent aqua hue and a flavour akin to custard with a hint of skunk. **Effect:** Inspires a state of lucid sensuality.
- 4. Lord Oberon's Ambrosial:** Prigwort's finest distillation. An insipid brown spirit tasting of sour rosehips. **Effect:** Imbibers slip into a blissful reverie.
- 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 Tipple:** 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.

TEAS

- 1. Earl Yellow:** Dark leaves with flecks of scintillating gold. Mild, aromatic bouquet. **Effect:** Calms the mind.
- 2. Mason's:** Finely shredded, chestnut brown leaves, commonly drunk with milk. Favoured by the working classes. **Effect:** Highly invigorating.
- 3. Tomfoy's:** A pale-leaved, smoky tea flavoured with aniseed and wormwood. Favoured by intellectuals. **Effect:** Clear-minded focus.



Inebriation (Optional Rule)

For each measure of an alcoholic drink consumed, make a **Constitution Check**. Failure indicates that the character has reached the next level of inebriation.

Levels of Inebriation

- 1. Tipsy:** The effects noted in the beverage's description become appreciable. The character suffers a -1 penalty to Attack Rolls.
- 2. Drunk:** The effects noted in the beverage's 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 HP total above the normal maximum). Damage is subtracted first from the bonus Hit Points. Any remaining bonus Hit Points are lost once Sober.
- 3. Groggy:** The effects noted in the beverage's description are in full effect. The character suffers a -2 penalty to Attack Rolls and Saving Throws. Any bonus Hit Points gained at the Drunk level remain.
- 4. Unconscious:** The character passes out.

Sobering Up

An inebriated character who ceases to drink loses one level of inebriation every 2 hours.

WINES

- 1. Buckston 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 world of Fairy. Tastes like pear and honey. **Effect:** Inspires the imbibier 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, 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 dwindling supply and priced accordingly, the master's final fermentation is famed for exquisitely robust flavour, with undertones of lemon zest and mead. **Effect:** Overindulgence causes an embarrassingly rapid dissolution of muscle control.

Pipeleaf

According to many a seasoned wayfarer, smoking a soothing leaf is second to none at easing the troubles of the road.

PIPES	
Item	Cost (gp)
Bog-oak pipe	15
Cherry-wood pipe	5
Clay pipe	1
Gourd pipe (mossling style)	2

Encumbrance: Pipes weigh 10 coins.

PIPELEAF (COST PER SMOKE)		
Type	Cost	Availability
Barley Blend	4 cp	Always
Burglar's Blend	3 cp	3-in-6
Crofter's Daughter	5 cp	Always
Dusty Abbot	2 sp	1-in-6
Fatty Lumper	7 cp	3-in-6
Flufftop	1 sp	3-in-6
Gamgy Weed	5 cp	Always
The Gibbet's Gift	7 cp	3-in-6
Green Jenny	8 cp	3-in-6
Lanksbottom Leaf	6 cp	Always
Mogglemoss	18 cp	3-in-6
Mummer's Farce	8 cp	Always
Old Doby	6 cp	Always
Pedlar Puff	7 cp	Always
Shaggy Pony	7 cp	Always
Special Shag	3 sp	3-in-6
Speckled Wyrm	25 cp	3-in-6
Wayside Wisp	25 cp	1-in-6
Westling's Weed	2 sp	1-in-6
Witch's Shag	8 cp	3-in-6

Encumbrance: One smoke of pipeleaf weighs 1 coin.

PIPES

1. Bog-oak pipe: A hard, black pipe carved from wood dredged out of a peat bog. The sombre faces of ancient bog-denizens can be spied drifting in the smoke. Said to be the favoured pipe of wizards of all kinds.

2. Cherry-wood pipe: A fine pipe of carved cherry, producing a smooth, aromatic smoke.

3. Clay pipe: A common pipe of fired clay, often inscribed with motifs, symbols, or script.

4. Gourd pipe: A curiously shaped, colourful gourd with a curved stem and a plump bowl. Favoured by mosslings, who craft gourd pipes in their hidden communities.

AVAILABILITY

Lists the chance that an item is available in a settlement when sought. Leaf may be purchased from tavernkeeps or wandering pedlars specialising in the trade.

PIPELEAF

1. Barley Blend: Finely chopped, golden-brown leaf with malty undertones and a smooth, sweet taste. A cheap leaf, 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 leaf, 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 Lumper: 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 leaf 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.

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 pipeleaf 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 leaf in excessive quantities causes one's vision to take on a green tinge.



10. Lanksbottom Leaf: Chopped almost to dust, this common pipeleaf 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 breggles. **Effect:** Brings on a state of merry arrogance.

11. Mogglemoss: Rich, green curls that produce a smouldering, emerald smoke. The aroma is of springtime, the taste of cheese and onion. Favoured by woodgrues, scrabies, 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.

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 pipeleaf. 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 pipeleaf 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.

Smoking (Optional Rule)

The many pipeleafs listed in this section are assumed to simply add flavour to the campaign world, without having any specific mechanical effect. Groups that wish the smoking of pipeleaf 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 **Intelligence Check**. If several characters smoke and debate together, the most intelligent character makes the check, with a +1 bonus per 2 companions (maximum of +2). If the check succeeds, the Referee gives the player a clue about the problem being contemplated.

What is Pipeleaf?

The origin and nature of pipeleaf are left to the Referee's discretion. In some campaigns, pipeleaf may be tobacco as we know it in the real world. In others, it may be an entirely different plant, native to the Dolmenwood region.

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. Westling's 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.



Common Fungi and Herbs

Those widely known for their practical or magical properties.

COMMON FUNGI AND HERBS				
Item	Cost (gp)	Type	Availability	Summary of Effect
Arrowhame	100	Plant	1-in-6	Grants a Save Versus Doom against a magical disease
Blood Canker	50	Fungus	3-in-6	Cures 1d3 Hit Points; risk of losing 1 Constitution
Bosun's Balm	50	Plant	3-in-6	Reduces the effects of encumbrance from armour
Fenob	40	Plant	Always	Recover 1 extra Hit Point overnight
Gillywort	50	Plant	3-in-6	Warns of poison in liquids
Grue's Ear	200	Fungus	Always	Psychedelic; increases alertness
Hogscap	125	Fungus	1-in-6	Psychedelic; detect magic
Lankswith	15	Plant	Always	Cures common ailments
Lilywhite	25	Plant	3-in-6	+1 bonus to checks to get a good night's sleep
Marshwick	200	Plant	3-in-6	Grants a Save Versus Doom against animal venom
Moonhaw	100	Plant	1-in-6	See in utter blackness
Ofteritch	150	Plant	3-in-6	Grants a Save Versus Doom against botanical poison
Sallow Parsley	80	Plant	3-in-6	Gain 2 extra Hit Points when resting for a day
Smottlebread	25	Fungus	3-in-6	Psychedelic; +2 bonus to Saving Throws against magic
Spirithame	80	Plant	3-in-6	Cures 1d2 Hit Points
Tom-a-Merry	150	Fungus	1-in-6	Psychedelic; see invisible
Wallowmost	150	Plant	1-in-6	Grants a Save Versus Doom against fungal poison
Wayfarrow	100	Plant	Always	Alleviates the effects of a forced march
Witch's Oyster	50	Fungus	1-in-6	Psychedelic; grants an oracular vision
Wolfbane	25	Plant	3-in-6	Wards against attacks by werewolves

Encumbrance: Each portion of a fungus or herb weighs 4 coins.

AVAILABILITY

Lists the chance that an item is available in a settlement when sought (typically from a herbalist or apothecary).

COMMON FUNGI AND HERBS

1. Arrowhame: Tiny, dried leaves of a climbing plant. Rehydrated and applied as a paste to diseased flesh, grants a **Save Versus Doom** 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 Constitution by 1.

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. For encumbrance purposes, the effective weight of the character's armour is reduced by 50% or by one bulk category, depending on the encumbrance rules in use. See *Encumbrance*, p148.

4. Fenob: The root-bulbs of a forest flower. A bulb of *Fenob* placed under the tongue before bed causes the character to recover extra 1 Hit Point if a good night's rest is had.

5. 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, there is a 3-in-6 chance that it turns a shocking purple in the presence of poison. A dose of *Gillywort* is enough to test one liquid.

6. 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, granting a 3-in-6 chance of being able to act during a Surprise Round when their party is surprised (see *Encounters*, p164 for full details on surprise). 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 henceforth requires an extra dose to gain a noticeable effect.

7. 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 any object touched for 1 Turn. The effects last for 1d6 hours.

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



9. 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 +1 bonus to any **Constitution Checks** required to rest (see *Camping*, p158).

10. Marshwick: The seeds of a scarce and unremarkable marsh flower, ground into a blue powder. A character afflicted by a poison of animal origin who drinks a dose of *Marshwick* with a swig of wine may **Save Versus Doom**. If the save succeeds, the venom is neutralised. Repeat doses are ineffective.

11. Moonhaw: Pale white berries of a thorny bush, only harvested at night under the light of the moon. 1 Turn after chewing a handful of the berries, the character gains the ability to see normally up to 10' in utter blackness. The effects are short-lived, only lasting for 3 Turns.

12. Ofteritch: A black liquid fermented from the young roots of the lantern elm. A character afflicted by a poison of plant origin who drinks a dose of *Ofteritch* may **Save Versus Doom**. If the save succeeds, the poison is neutralised. Repeat doses are ineffective.

13. Sallow Parsley: Silvery-leaved 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 2 Hit Points, in addition to the normal healing due to rest (see *Rest and Healing*, p160).

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 (-1 penalty to melee Attack Rolls, -2 penalty to missile Attack Rolls). Contact with the fungal spirit steals the character's mind, granting them a +2 bonus to Saving Throws against effects of magical origin. 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 only benefits 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. The character suffers a -2 penalty to Attack Rolls and Saving Throws and, in combat, always acts last in the Round. 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.

Identifying Specimens

The species of fungi and herbs listed here are common enough that all adventurers can identify them. Other species require the services of a herbalist. See p161.

Selling Foraged Specimens

Herbalists and apothecaries are often interested in purchasing herbs or mushrooms foraged from the woods. See p161.

17. Wallowmost: Fluffy yellow buds of a spring plant that flowers in Mulchgrove. A character afflicted by a poison of fungal origin who chews and swallows a dose of *Wallowmost* may **Save Versus Doom**. 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 3-in-6 chance of being fit for action the following day, without the usual penalties for not resting (see *Travel*, p156).

19. Witch's Oyster: Miniature, bright violet oyster mushrooms that grow in high tree branches. Boiling a portion and drinking the water induces a visionary trance lasting 1d4 hours. Upon awakening, the character gains 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: Long sprigs of purple flowers. Werewolves find *Wolfsbane* repulsive, but the bloom is odourless to others. A werewolf must make a successful **Save Versus Doom** each Round in order to make a melee attack against someone decorated with sprigs of *Wolfsbane*.



Specialist Services

Experts whose services adventurers at times desire.

 Adventurers sometimes require services of individuals or crews specialising in various fields—classified as *specialists*. The most common types of specialists are listed here, but the Referee may detail others as required.

Locating: Specialists wish to be known in their communities as available for hire. If a suitable specialist is resident, locals point PCs in their direction. The *DCB* lists notable specialists resident in each settlement. Others may be found as noted under **Availability** for each specialist type.

Upkeep: The wages listed for each type of specialist include the cost of any basic materials and equipment required for their job.

Adventuring: Most specialists will not accompany PCs on adventures, whether in the wild woods or in dungeons. Adventurers-for-hire are described under *Retainers, p134*.

Shops: Common businesses that trade in goods (e.g. armourers, herbalists, jewellers, provisioners, tailors) are discussed under *Settlements, p160*.

ALCHEMIST

Availability: Cities

Wage: By job, see below

Masters of the obscure arts of purifying, mixing, and transmuting substances to achieve spiritual and magical effects.

Analysing potions: An alchemist can analyse the effects of a potion, working from a small sample. Costs 200gp and takes 1d6 days. There is a 1-in-6 chance of a false result.

Brewing potions: Alchemists brew potions to order. Costs the potion's standard value and takes 1d6 days per 500gp value. There is a 1-in-6 chance of failure.

ANIMAL TRAINER

Availability: Cities

Wage: 500gp per month

Trainers are required for unusual creatures or for large groups of common animals (e.g. dogs, horses, mules). Each animal trainer specialises in a single type of animal.

Number of animals: A trainer can work with up to 6 animals at a time.

Time required: The time required to train an animal in a new behaviour or trick depends on the difficulty of the training and the animal's intelligence. Learning the first new behaviour typically takes one month, and subsequent behaviours take two weeks each.

Interruptions: Training of all desired behaviours must occur back to back. If interrupted, the animal becomes unable to learn further behaviours.

BUILDER

Availability: Towns and cities

Wage: 25gp per week

A skilled builder and engineer who can lead construction projects, designing the structure, sourcing materials, and hiring work crews (included in the building costs).

Permission: Unless building in uncharted wilderness, permission from the land owner (typically a noble house) must be secured.

Duration: 1 week per 500gp cost of the building, to a minimum of 1 month.

Building in settlements: In the vicinity of a settlement, building costs are halved due to proximity of labour and resources.

Residential buildings: Single storey, 30' × 30' building with wooden interior stairs, doors, floors, and attic. 1,500gp for stone walls, 750gp for wooden walls. Additional storeys (up to three total) may be added for the same cost.

Towers: Round tower with 5' thick stone walls. 15,000gp for a 20' diameter, 30' high, 3 storey tower. 30,000gp for a 30' diameter, 40' high, 4 storey tower.

Strongholds: Castle wall: 500gp per 10' long section (20' high, 10' thick). Keep: 75,000gp for a 60' square, 80' high fortified central building. Gatehouse: 6,500gp for a 30' square, 20' high fortified gateway through a wall, with a portcullis. Moat: 40gp per 10' length (20' wide, 10' deep). Drawbridge: 1,000gp for a 20' long drawbridge.

Subterranean construction: 500gp per 10' × 10' area.

GUIDE

Availability: Any settlement

Wage: 5gp per day

Experts in the tracks and ways of Dolmenwood, each guide specialising in one particular region of the Wood (e.g. Aldweald, Dwelmfurgh, Mulchgrove, etc.).

Landmarks: A guide knows the most significant landmarks within their specialist region (determined by the Referee). They can lead PCs to and from these landmarks without risk of getting lost.

Wayfinding: If the Referee determines that the party has become lost, there is a 4-in-6 chance that the guide is able to find the path again.

Danger: Guides sometimes enter dangerous regions, but they charge double (10gp per day).

MERCENARY

Availability: Towns and cities

Wage: 5gp per month / cavalry 20gp per month / lieutenant 25gp per month / captain 150gp per month

Groups of unaligned soldiers-for-hire who will fight in military campaigns. Mercenaries are hired as a company, led by a captain, with a varying number of troops (typically at least 20) equipped with different weapons.

Captain: Experienced soldiers and tacticians who lead a mercenary company. A company cannot be hired without its captain.

Lieutenant: Veterans who command a small team of soldiers within a company. One lieutenant is required for every 10 mercenaries.

Cavalry: Heavily armoured soldiers mounted on chargers (see *Horses and Vehicles*, p120).

Standard mercenaries: Foot soldiers, some of whom may be specialists with bows or crossbows.

Gear: Mercenaries are equipped with their own basic gear, as listed below. The hiring character may purchase additional equipment for them if desired.

Wartime: During times of war, all mercenaries demand double the standard rate of pay.

Adventuring: Mercenary companies refuse to delve into dungeons or to participate in day-to-day adventuring without a military objective.

Kindred: Most mercenaries are humans, but companies sometimes include breggles or other Kindreds.

Standard Mercenary

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 AC 14 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Weapon (+1) Speed 20 Morale 7 XP 10

Gear: Chainmail, longsword (1d8). 1-in-3 also has a longbow (1d6) or crossbow (1d8).

Cavalry

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 AC 16 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Weapon (+1) Speed 20 (40 mounted) Morale 8
XP 10

Gear: Plate mail, lance (1d6), longsword (1d8), charger.

Lieutenant

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 2 AC 14 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Weapon (+1) Speed 20 Morale 8 XP 20

Gear: Chainmail, longsword (1d8).

Captain

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 3 AC 17 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Weapon (+2) Speed 20 Morale 9 XP 40

Gear: Plate mail, shield, longsword (1d8).

PACK HANDLER

Availability: Any settlement

Wage: 2sp per day

Semi-skilled wagon drivers, animal handlers, and porters, useful when characters need help handling mounts, loading and unloading equipment, driving land vehicles, setting or watching camp, and so forth.

Danger: Pack handlers absolutely refuse to enter dangerous regions.

ROWER

Availability: Any settlement

Wage: 2sp per day

Unskilled labourers hired to row water vessels.

SAGE

Availability: Cities

Wage: By job, see below

Rare individuals who have devoted their lives to the study of a single, often obscure field of knowledge. Some examples of sage specialisations: astronomy, devils, fairies, gems, herbs, history, wyrms.

Translating script: A sage can translate any language associated with their specialist field, costing 100gp per inscription or per page of text.

Basic lore / item identification: A sage can identify items and answer basic questions relating to their specialist field, costing 200gp per consultation.

Detailed lore: More obscure questions require a period of dedicated research lasting one or more months (as judged by the Referee). Sages typically charge 2,000gp per month of dedicated research. There is a 5% chance that the research results in a false or misleading answer.

SAILOR

Availability: Any waterside settlement

Wage: 10gp per month

Trained in the handling of sailing ships and other large water vessels. Sailors are usually equipped with a shortsword, shield, and leather armour.

SPELL-CASTER

Availability: Cities

Wage: By spell, see below

Rare individuals willing to cast arcane spells, fairy runes, or holy spells in return for payment.

Spell-casting: The cost is determined by the NPC, who may require completion of a quest in addition to monetary payment. The Referee may use the following costs, based on the spell's Rank, as a broad guideline: 1: 100gp, 2: 250gp, 3: 500gp, 4: 1,000gp, 5: 2,500gp, 6: 5,000gp. Spells for illegal or morally dubious ends may cost double or more.

Runes: Treat lesser runes as Rank 1 spells, greater runes as Rank 4, and mighty runes as Rank 6.

Retainers

Stalwart companions for journeys into places drear.

Adventurers often require extra assistance when journeying into the unknown, whether a doughty fighter to guard the rear or an extra pair of hands to hold a torch against the dark. Such characters are classified as *retainers*—NPCs hired to accompany characters on their adventures.

Limit per PC: Each retainer is in the employ of a specific PC, acting under their orders. The maximum number of retainers that will work for a PC at any one time is $4 + \text{the character's Charisma Modifier}$.

LOCATING POTENTIAL RETAINERS

Potential retainers may be located by frequenting inns and pubs or by paying to post notices of help wanted.

Frequenting inns and pubs: Spending a night buying rounds and greasing palms in drinking establishments costs 50gp. Per attempt, there is a 3-in-6 chance of successfully locating applicants (see *Applicants*).

Posting notices of help wanted: Spending a day posting notices in public places costs 25gp. Per attempt, there is a 2-in-6 chance of successfully locating applicants (see *Applicants*). They apply at the specified location 1d4 days later.

Repeated searches: Each method of locating applicants may only be tried periodically, depending on the size of settlement: in hamlets and villages, each method may be used once a month; in small towns, once a week; in large towns, twice a week; in cities, once a day.



ADVENTURER KINDRED (OPTIONAL)

d12	Kindred	d12	Kindred
1–3	Breggle	6–9	Human
4	Elf	10–11	Mossling
5	Grimalkin	12	Woodgrue

ADVENTURER CLASS BY KINDRED

Kindred	Bard	Cleric	Enchanter	Fighter	Friar	Hunter	Knight	Magician	Thief
Breggle	1	2	3	4–8	9	10–11	12–15	16–18	19–20
Elf	1–2	–	3–8	9–12	–	13–15	–	16–17	18–20
Grimalkin	1–4	–	5–8	9–10	–	11–14	–	15–16	17–20
Human	1–2	3–5	6	7–10	11–12	13–14	15–16	17–18	19–20
Mossling	1–3	–	4	5–10	–	11–16	–	17	18–20
Woodgrue	1–5	–	6–8	9–10	–	11–14	–	15–16	17–20

APPLICANTS

When a search for potential retainers succeeds, roll on the *Applicants by Settlement Size* table.

APPlicants by SETTLEMENT SIZE

Settlement	Townsfolk	Adventurers
Hamlet	1d2	–
Village	1d4	1
Small Town	1d6	1d3
Large Town	2d4	1d4
City	2d6	1d6

Townsfolk

Everyday folk (without a Class) willing to join an adventuring party. Often used as torch-bearers or porters.

Stats: See *Townsfolk Stats*, below.

Starting equipment: None.

Townsfolk Stats

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 AC 10 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Weapon (-1) Speed 40 Morale 6 XP 10

Adventurers

Independent, Level 1 adventurers of a specific Class.

Kindred: Most (4-in-6) applicants are of the dominant Kindred in the settlement (i.e. generally humans). For other applicants, the Referee may optionally roll on the *Adventurer Kindred* table.

Class: Roll 1d20 on the *Adventurer Class by Kindred* table.

Stats: When an adventurer is successfully hired, their basic game statistics (e.g. Hit Points, Armour Class, Speed) should be established. Retainers who serve PCs for a longer duration may be fleshed out as full characters, using the standard character creation procedure (p18).

Starting equipment: Basic adventuring gear, weapons, and armour appropriate to Class.

OFFERING WAGES

Once an applicant has been located, the hiring PC must explain what the job entails and offer a certain wage. Townsfolk expect a daily rate of pay, while adventurers ask for a share of any treasure recovered.

TYPICAL WAGES

Offer Generosity	Reaction Modifier	Townsfolk Daily Rate	Adventurer Loot Share
Mean	-2	2sp	¼ share
Poor	-1	5sp	⅓ share
Standard	-	1gp	½ share
Decent	+1	5gp	⅔ share
Lavish	+2	10gp	Full share

Applicant Reaction

The applicant's reaction to the offer is determined by rolling on the *Hiring Reactions* table, modified as follows.

Charisma: The hiring PC's Charisma Modifier is applied to the *Hiring Reactions* roll.

Reputation: A penalty of -1 or -2 may be applied, if the hiring PC has a bad reputation in the local area.

Generosity: Above or below standard wages incur a modifier to the roll, as listed in the *Typical Wages* table.

Bonus payments: Offering to buy equipment for the applicant or give them a sum of money up front may increase the generosity modifier by 1 (up to a maximum +2 generosity bonus).

HIRING REACTIONS

2d6	Reaction
2 or less	Angry refusal. Hiring reaction rolls for other applicants present suffer a -1 penalty
3–5	Refusal
6–8	Uncertain. Will accept an improved offer
9–11	Acceptance
12 or more	Keen acceptance. +1 bonus to Loyalty

Role-Playing Retainers

While retainers are individuals with their own personalities, desires, and goals, it can be cumbersome to role-play them in detail. This is especially acute when a party contains multiple retainers.

A common approach is for the player of the hiring character to describe retainers' actions, essentially running them as secondary Player Characters. The Referee may occasionally interject, if they wish to add role-playing elements or feel the described actions do not fit the retainer's personality.

Retainers as Replacement PCs

If a Player Character perishes during an adventure, a retainer may optionally be promoted to a full PC. This can provide instant replacements even during the course of an adventure.

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (full shares) plus one retainer (paid a half share) discover 2,750gp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500gp. Thus, each PC gains 500gp and the retainer gains 250gp.

RETAINER LOYALTY

A retainer's Loyalty rating reflects their willingness to stick by PCs in the face of danger. Loyalty is initially equal to 7 + the hiring character's Charisma Modifier, but it may be adjusted as follows.

Bonuses: Saving a retainer from danger or granting generous treasure rewards may increase Loyalty.

Penalties: Ill-treatment of a retainer or lack of treasure may decrease Loyalty.

Loyalty Checks

Circumstances arise that test a retainer's loyalty to their employer. For example, an enemy may try to bribe a retainer to betray their employer, or a retainer may be tempted to flee from a situation of great peril.

Rolling a Loyalty check: In such situations, the Referee should roll 2d6. If the roll is lower than or equal to the retainer's Loyalty, the check succeeds and the retainer remains true to the hiring PC.

UNSUCCESSFUL ADVENTURES

Optionally, the Referee may also make Loyalty checks following unsuccessful adventures. If such a check fails, the retainer decides to leave the PC's employ and seek their fortune elsewhere.

RETAINER ADVANCEMENT

Townsfolk

As non-adventurers without a Class, townsfolk do not earn Experience Points and do not gain Levels. The Referee may sometimes "promote" long-serving townsfolk to a suitable adventuring Class.

Adventurers

Adventurers earn Experience Points and advance in Level in the same way as Player Characters (see *Advancement*, p25), but all XP a retainer earns is halved. This is because retainers generally follow instructions from PCs, rather than being directly involved in decision making.

Gaining Levels: When a retainer advances in Level and reaches equal or greater Level than the hiring PC, they typically leave employment to go on adventures of their own.



Part Seven

Adventuring



The Wood always demands a toll for your passage. The brightest blade, the most powerful spells, and all the tricks you've ever heard are never quite enough. There's always a price when you step beneath the canopy. So, if you're going, make sure you're about your business. Yes, keep your sword sharp and your spells ready, but make sure you know the land, know the plan, and know your job. If you're clever, and have a touch of luck, you might come back with something more than another strange tavern tale to show for it. Oh, and never, ever go into the wild alone. Ever."

—Tomas Left-Side, retired fighter

Basic Game Procedure

The basic sequence of play fundamental to a role-playing game.

Whether adventurers are exploring the tangled wilds, delving into ancient barrows, or browsing market stalls for equipment, the same basic sequence of play applies.

The Basic Game Procedure

1. **Description:** The Referee describes the situation adventurers find themselves in, depicting the environment, any characters, monsters, hazards, or objects present, and noting prominent smells, sounds, etc.
2. **Clarification:** The players may ask questions of the Referee to clarify any descriptive elements that are unclear to them.
3. **Action:** Putting themselves in their characters' shoes, the players discuss what to do. This could be anything imaginable, from speaking with characters or monsters present, to investigating or interacting with objects or hazards, to using special capabilities granted by their Kindred or Class.
4. **Judgement:** The Referee judges the result of the proposed action, using their knowledge of the situation. Specific game rules may apply, or the Referee may make a ruling on the specific situation.
5. **Resolution:** The action is resolved, making any applicable dice rolls. Play then returns to step 1, as the Referee describes what happens next.

DESCRIPTION

The Referee acts as the eyes and ears of the Player Characters, relaying to the players what their characters can see, hear, smell, and feel in the imagined game world.

Overview: When PCs initially enter an area or encounter a creature, the Referee should give an overview of the situation and what PCs perceive. All obvious objects, creatures, and environmental features should be mentioned. Not everything need be described in great depth, as players are free to ask the Referee for more detail on specifics that catch their interest.

More detail: The Referee may sometimes mention that PCs cannot perceive something in great detail, drawing attention to something players may wish to investigate further. For example, PCs see a door with a sign in the distance and the Referee says “You see a sign on the door, but you’ll need to get closer to read the writing.”

Hidden things: Objects or creatures that are concealed should not be immediately described. Such things may only be discovered if PCs search in the right area.

CLARIFICATION

After listening to the Referee’s overview of the current situation, players may ask questions to clarify what the PCs perceive. The Referee should answer such questions based on the PCs’ vantage point and senses.

Urgency: When an urgent threat is present, the Referee may limit the amount of detail presented, as PCs do not have time to look around.

No actions: The Referee should only provide additional detail in response to questions that do not require movement or other actions. Questions that would require PCs to change their vantage point or interact with objects are handled in the next step, *Action*.

ACTION

The players imagine themselves in the situation presented by the Referee, consider it from the perspective of their characters, and decide what to do. This is known as *role-playing*.

Discussion: Presented with a puzzling or challenging situation, players may wish to discuss the best course of action, weighing up various possibilities. This can be a very engaging part of play, as long as player indecision does not cause the game to drag out and become tedious.

Urgency: When an urgent threat is present, the Referee may limit the time players are allowed to discuss, or may even simply ask each player in turn what they wish to do, without the chance for discussion among the group.

Player knowledge: It is important to distinguish between what a player knows and what their character knows. Players should be careful to only use their character’s knowledge when making decisions.

Multiple actions: If the players wish, each character may do something different, though it is usually wise for the party to stick together and act in concert.

Conversations and voice acting: Some groups greatly enjoy playing out elaborate conversations with NPCs or other PCs, acting out quirky character mannerisms and voices. Other groups prefer to give a broad description of what is said, rather than acting out every word. Both approaches are fine and can even be mixed (e.g. one player may act in character while another describes what their character says).



JUDGEMENT

This book presents the core rules and procedures of the game, including rules for handling the most common adventuring situations. These rules are, however, only a starting point—they do not cover all possible eventualities that might emerge during play.

Referee judgement: When a situation arises that is not explicitly covered by the rules, the Referee should clarify with the players their intended approach and then make a ruling about what happens.

Automatic success: In some situations—especially when no inherent danger is involved—the Referee may simply declare that the characters succeed without a roll of any kind. See *Is a Roll Warranted?*

Automatic failure: Similarly, there are situations where what characters are attempting is simply impossible. When no amount of skill, perseverance, or even luck would avail, the Referee should inform the player that what they wish to attempt is impossible.

Ability Checks: In situations where a character's Abilities—for example, their Strength or Dexterity—are the main deciding factor in success, an Ability Check may be appropriate. See p22 for examples of some situations that may be handled by an Ability Check.

Chances: In situations where a specific Ability plays no role or where sheer luck is the deciding factor, the Referee may judge a chance of success (e.g. as a percentage or an X-in-6 roll—see *Chance Rolls*, p15) and have the player roll.

Presenting the odds: When a character's action has a chance of failure, the Referee should make this clear before asking players if they wish to proceed. Knowing the likelihood of success or failure, players may alter their approach or come up with alternative plans to tip the odds in their favour.

Group discussion: It is recommended that the Referee openly discuss their thought process when making judgements. Players should not be allowed to dominate the Referee's decisions, but asking for input fosters an atmosphere of openness and fairness.

RESOLUTION

Any required die rolls are made, according to the Referee's judgement in the previous step. The play sequence then begins again, as the Referee describes what happens next.

Time passing: Resolving characters' actions usually causes time in the imaginary world to pass. The time that passes depends on the action taken. For example, attempting to pick a lock requires 1 Turn (approximately 10 minutes), while pushing open an unlocked door requires mere seconds. The Referee should keep track of time in the game as PC actions cause it to advance. See *Time and Movement*, p146 for more details on tracking time.

Is a Roll Warranted?

The Referee must judge which situations warrant a roll of some kind (e.g. a Skill Check, Ability Check, or Saving Throw) and which do not. For tasks with no inherent danger and no time pressure, PCs with appropriate skills and tools should generally succeed automatically. As a general guideline, consider the following points.

Description: Does the player's description of how they intend to approach the task sound feasible?

Skill: Does the PC have the required skill to perform the task? Characters with a specific background, Kindred, or Class may be more suited to the task than others. Note that all adventurers are assumed to have basic skills of dungeon and outdoor exploration (e.g. using ropes, lighting fires, mapping, etc.)—see *Adventurer Competency*, p150.

Tools: Does the PC have any tools required for the task?

Time: Is there any time pressure?

Danger: Is there any inherent danger in failure?

Customising Rules

None of the rules presented in this book are written in stone. If the players and Referee wish, any rule may be expanded, altered, or removed. Such tweaks to the rules are known as *house rules*—many groups end up with their own unique way of playing, tailored to their particular tastes.

That said, the rules have been carefully designed and very thoroughly battle tested. Many groups will be perfectly happy with the rules as written.

New players: Those new to the game are encouraged to use the rules as written and establish personal tastes before making alterations.



Example of Play

Demonstrating the basic procedures of adventuring in the wilds.

Emily (playing Grendl Lockehorn, a Level 3 breggle knight), **James** (playing Samwise Lank, a Level 3 human friar), and **Jeff** (playing Boots Pounce-mouse, a Level 3 grimalkin enchanter) are camping in the wild woods after having fled from a band of goblins in the night. Let's listen in as **Gavin**, the Referee, narrates the scene and follows the travel procedure (*p156*) to see what happens.

Gavin (Referee): You awake at dawn, after a fitful night's sleep in your hastily set up camp site. You now discover what the spiky stuff underfoot was: you're camping in a glade of holly trees. As you didn't get a full night's sleep, I'm afraid you're all exhausted today. That's a -1 penalty to Attack and Damage Rolls. <Rolls on the seasonal weather table in the *DCB*> Dappled sunlight glimmers down through the forest canopy. It seems like it's going to be a clement day. Baby Rosemary is stirring and grumbling. What's your course of action for the day?

James (playing Samwise): We need to get back to a village as quickly as we can. Rosemary isn't ready for a life of adventure. We're not entirely sure where we are though. Any ideas anyone?

Emily (playing Grendl): I say we head south. When we set off from <checks notes> the village of Lobwall we were heading north. So south should take us back that way.

Jeff (playing Boots): I was thinking the same. Much as I don't relish returning to that backwater dive, I want to rid ourselves of this mewling infant as soon as possible.

Gavin: Sounds good. You have a quick breakfast and break camp. Cross off a day's rations everyone. Your party's Speed is 20 (due to Grendl's heavy armour), so you have 4 Travel Points today. <Rolls to see if the party gets lost—a 2-in-6 chance in hilly forest. A roll of 3 indicates that they do not get lost, so they travel south as planned.> After a couple of hours' travel through rugged knolls and holly thickets, you hear the distant sound of hunting horns on the wind.

Emily: Uh oh. Could that be our goblin friends?

James: We'd better not hang around to find out. Let's keep moving.

Gavin: OK you keep heading south. You hear distant horn blasts a few more times, but they don't seem to be getting any closer. <Consulting the *DCB*'s description of the hex the party is moving into> By midday the ground is flattening out and you no longer hear the hunting horns. You do notice an increasing number of trees with unsettlingly eye- and mouth-like whorls on their trunks. You get the feeling the forest itself is watching you. You're heading into an area of tangled forest, so that uses up 3 Travel Points. You now have 1 left today.

Jeff (as Boots): "Hey trees, if you let us pass unharmed we promise to give you some really nice... er... water to drink!"

Emily: Do we?

Jeff: Just trying to ingratiate ourselves to the locals.

Gavin: You don't get any response from the trees. Do you want to investigate or talk with one more closely?

James: No! We keep going.

Gavin: Alright. Late in the afternoon you come across a road heading roughly east-west. <Decides to roll the daily check for a random encounter at this point—a 2-in-6 chance in tangled forest. He rolls a 1—an encounter occurs! Rolling on the encounter tables in the *DCB* indicates an encounter with 7 false unicorns—a common game animal. Gavin starts following the encounters procedure—*p164*. Neither party has any prior awareness of the other, so they'll need to roll for surprise.›

Jeff: Great, looks like we're on the right track. Civilisation here we come! Well, if ten mud huts or whatever it was counts as civilisation. But which way do we go?

Emily: No idea. <To Gavin> Do we recognise this stretch of road?

Gavin: No. It doesn't immediately seem familiar, but then there'd have to be something pretty distinctive for you to remember a random stretch of forest road. While you're contemplating which way to go, something approaches. Roll for surprise! <Rolls to see if the false unicorns are surprised. A roll of 1 indicates they're unaware of the PCs.›

Emily: Uh oh. I'll roll. 3! We're not surprised.

Gavin: <Rolls to see how far away the false unicorns are. 210', a little way down the road.› Alright. You hear something from the east. It sounds like hooves coming along the road in your direction.

James (as Samwise): "Quick everyone, hide, someone's coming!" We can emerge if they look friendly.

Gavin: You find a nice thick tree trunk to duck behind where you can peek out and view the road.

Jeff: I quietly nock a quarrel in my crossbow.

James: I give Rosemary a biscuit from my rations to keep her occupied and quiet.

Gavin: You wait a minute in your hiding place, peeking out occasionally. The sound of cantering hooves approaches. It sounds like a small group of horses. Shortly, they round the bend and you get a glimpse of them—seven white horse-like creatures with horns on their foreheads.

Emily, James, and Jeff: Unicorns!

Gavin: As Grendl gets a closer look at them, she realises they're not unicorns. They're a common, deer-like game animal known as *false unicorns*. They had you fooled for a moment.

Emily: Ohhh. I would have loved to meet unicorns. Anyway, I guess we just let them go past. No need to try to hunt them.

James: Maybe we should follow behind them though. A glimpse of a unicorn (even a false one) is auspicious.

Gavin: Sounds good. So you go back down to the road and head west. Now you're travelling on a road, you can move 3 miles per Travel Point. You have 1 left today, so you can travel 3 miles west. <Looking at the hex map in the DCB> As the afternoon wears on to dusk, you find yourselves in a woodland where the trees are festooned with dainty flowers glowing ochre, lilac, and mauve in the rapidly diminishing light.

Emily: Now *this* seems familiar. <Checks notes> Oh! Yes, that village Lobwall was in these woods with the little glowing flowers. We must be close.

Gavin: Unfortunately you've travelled as far as you can today. You'll need to start setting up camp. Unless you want to press on and see if you can make it to the village? That would count as a forced march. <Consulting the travel rules—p156> A full day of forced marching increases your daily Travel Points by 50%, so you would have had a total of 6. <Making a ruling for the situation at hand> I guess if you wanted to forced march now, we could say you get 1 extra Travel Point. You'd be travelling in the dark, though, and you'd have to rest all day tomorrow or be exhausted.

Emily: Hmm, 1 Travel Point, so that would be 3 miles. We don't have any idea how far it is to Lobwall, so it's risky. We might still end up having to set up camp in the wilds. And in the middle of the night. What do you think guys?

James: I say we camp. That way we can get settled in a good location and hopefully get a good night's sleep. Unlike last night.

Jeff (as Boots): "Sounds good! I've got some very special treats for you mortal folk too. Special fairy snacks to ease the troubles of the road."

Gavin (to Jeff): Your *Conjure Treats* glamour? Remember those don't provide actual sustenance...

Jeff: Sure, they won't know the difference though.

Gavin: OK so you start looking for a good place to camp. Do you want to camp on the road, beside the road, or some way into the woods?

James: I'd say a little way into the woods, so anyone coming along the road can't see our campfire.

Emily: But wouldn't we be more likely to encounter friendly folk closer to the road?

James: I don't think anyone friendly is going to be travelling along the road in the dead of night. I'm still concerned those goblins or their 'Master' might be looking for us.

Emily: Right, true. A bit into the woods then. <Jeff nods in agreement.>

Gavin: Alright, so you head a short distance into the woods north of the road and look around for a good spot. You find a nice little clearing, ringed with those glowing flower trees and carpeted with soft ferns. <Consulting the camping rules—p158> What setup activities do you all want to do?

James: Well, we're going to need some firewood. Maybe Samwise can set up the campsite and look after Rosemary while you two go looking for some dry wood? <Emily and Jeff nod in agreement.>

Gavin: Sounds good. <Deciding today's clement weather means there's no penalty to finding dry wood> Emily and Jeff, roll 1d6 each to see how many hours' worth of firewood you manage to forage while Samwise sets up the campsite.

Emily: I got a 1. Sorry guys, I'm a knight. I have servants to do this stuff for me. Or I should anyway.

Jeff: And I got a 6!

Gavin: So that's 7 hours total. Not quite enough for the full night, but close enough. You reconvene at the campsite, which Samwise has now got prepared with your bedrolls laid out and a place for a fire. What camp activities do you want to do?

James: I'll cook a meal. I have my cooking pots. Plus I still have some of those tasty cured sausages we got from Dreg.

Jeff: And while he cooks I'll entertain you all with gripping tales of my days as a spy in the courts of Catland!

Emily and James: No! Remember what happened last time you tried that? We couldn't get that stupid song out of our heads and no one got a good night's rest.

Jeff: Boots is crestfallen. No special fairy treats for you.

Gavin: Alright, James make a **Wisdom Check** to see how your cooking goes.

James: <Rolls 1d6> Great, I got a 5, plus my Wisdom Modifier that's a 7. Definitely a successful meal!

Gavin: Yep, you cook up some of the sausages along with the rest of your day's rations into a super tasty stew. You all get a +1 to any **Constitution Checks** at sleeping time. So if there's nothing else, let's see if anything eventful happens in the night. Do you use the same watches?

Emily: Yep. So that's Grendl on first watch, Boots on second watch, and Samwise on third watch.

Gavin: OK great. You've got your bedrolls and a campfire but no tents. It's springtime. <Consults the camping rules—p158> That means you all get a good night's sleep. No roll.

James: Nice. I want to pray for spells in the morning.

Gavin: <Rolls for a nighttime random encounter—a 2-in-6 chance in tangled forest. He rolls a 5—no encounter.> Alright, the night passes uneventfully. You awake refreshed—a great relief after your broken sleep the night before. <Rolls weather for the coming day> It looks like the warm weather of yesterday is set to continue.

James: Excellent. I say my morning prayers before breakfast. I'll pray for *Lesser Healing*, *Mantle of Protection*, and *Silence*.

Gavin: <Knows one of the leaders of the band of goblins—an elf knight—has been following the party. Gavin has tracked his progress on the map and judges that he now has a 2-in-6 chance of spotting the smoke from the party's campfire in the early morning. A roll of 1 on a d6 indicates that he's closing in.> Cool, so you finish your prayers and the others are breaking camp and having breakfast. Roll for surprise!

Emily, James, and Jeff: Oh no!

James: I'll roll. 6! We're not surprised.

Gavin: You catch the scent of freshly cut roses and hear the padding of feet as a huge dormouse with a strangely armoured rider charges out of the trees at you...

Preparing for an Adventure

Advice for players on successful adventuring.

Before leaving the comfort of the fireside and heading into the wilds, certain preparatory steps are essential for successful adventuring.

THE ADVENTURING PARTY

The first and most fundamental requirement for going adventuring is the gathering of a group of like-minded companions willing to venture forth into the unknown. Typically, a party consists of one character per player, but the following points should also be borne in mind.

Size: The ideal size of a group is around 6 characters—large enough to confront the challenges of an adventure, while not so large as to become disorganised. If not enough PCs are present, the players may wish to hire retainers (see p134). The Referee may also allow experienced players to run two Player Characters at once.

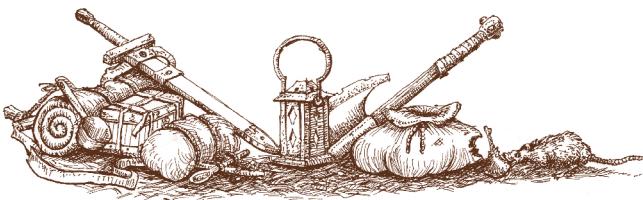
Classes: It is wise for a party to consist of a mix of characters of different adventuring Classes. Combat-focused characters are essential for protecting the group from danger, while Classes blessed with magic or special skills excel in other aspects vital to a life of adventure.

Level: As new PCs join play, the Levels of the characters in the party may diverge. It is recommended that characters more than 4 Levels apart adventure separately, as challenges and rewards suitable to characters of greatly differing Levels do not match.

Splitting the Party

It is usually wise for characters to stick together when adventuring, as there is strength in numbers. At times, certain characters may wish to separate off from the main party. For example, one or two stealthy characters may wish to scout ahead of the main group.

When this happens, each group should be treated by the Referee as a separate party, with separate Surprise Rolls, wandering monster checks, etc.



PLAYER ROLES

To ensure the game runs smoothly, it can be helpful to assign certain important roles to individual players. Player roles may be assigned on a permanent basis, if players wish, or may be rotated between sessions.

Caller

The Caller serves as group spokesperson, responsible for informing the Referee about the actions and movements of the party as a whole. Delegating this role to one player—rather than having each player informing the Referee about their PC's individual actions—can speed up play, especially with large groups.

Party leader: The caller's character usually takes on the role of party leader. Ideally, they should have high Charisma and be located near to the front of the party.

Switching caller: The designation of caller can change during play. For example, the character addressing monsters in an encounter may become the caller.

Chronicler

The Chronicler makes notes on the party's adventures, including monsters and NPCs encountered, battles fought, clues discovered, and mysteries to be unravelled. The chronicle is an invaluable tool for recalling previous events, especially when some time has passed between sessions. In longer campaigns, chroniclers record the collective memory of the party's epic adventures.

Mapper

The party Mapper creates maps of the areas explored based on the Referee's descriptions. Details such as monsters or traps encountered, clues to puzzles, or interesting unexplored areas may be noted on the map as it is drawn.

Lost maps: Maps may be treated as in-game items, created by and in the possession of a specific character (who must have a quill, ink, and paper). In this case, maps must be treated with great care, in order to prevent loss or damage in case harm should come to the character carrying them.

Quartermaster

The Quartermaster keeps track of the party's accounts, tracking shared provisions, light sources, and treasure.

PLANNING FOR ADVENTURE

Before starting an adventure, it is wise for players to think through various aspects of their planned expedition. The following are especially worthy of consideration.

Adventure Objective

While it is perfectly possible for the party to set off on the road out of town and simply wander at random, it is usually preferable to have a specific adventuring objective in mind. For example, players may decide to follow up on a rumour heard in a settlement, investigate a mysterious feature encountered on a previous adventure, try to defeat a previously encountered monster, or locate a certain region or dungeon.

Resources

Once an objective has been established, consider whether any special resources are required.

Equipment: Additional equipment should be purchased in advance, as needed. For example, characters may need to stock up on rations for a journey into the wilds, or may need additional torches or lantern oil for an expedition into a dungeon.

Retainers: If the party is small or lacks characters of certain Classes important to the adventure, consider seeking retainers (see p134).

Spells: Spell-casting characters should consider the needs of the adventure when selecting which spells to memorise or pray for.

Cooperation: To avoid carrying redundant equipment and ensure a balanced selection of spells, make preparation decisions together as a group.

Marching Order

Determine the normal arrangement of characters when exploring, known as the party's *marching order*. For example, players may decide to move in a two-column formation, with well-armoured characters in front, weaker characters in the middle, and a rear guard. The group may define different standard marching orders for common situations (e.g. standard exploration, combat, opening doors, searching, etc.).

Dividing Treasure

Before the adventure begins, agree on how to divide treasure amongst surviving characters. The following is a suggested approach.

Non-magical treasure: Player Characters evenly divide coins and other monetary treasure. Retainers (see p134) may be allocated a reduced share, as agreed during hiring.

Magic items: Items are allocated to the characters who can best use them or who do not already have similar magic items. Die rolls are used to break ties.

ADVENTURING ADVICE

Following are some basic words of advice on how players can maximise their enjoyment of the game and the chances of their characters surviving and thriving.

Work As a Team

Above all, cooperate with other players to ensure the survival of the group and success in adventuring. While characters may not always see eye to eye and players may disagree on the best course of action, only those who work together find success. This is especially important when characters are low Level, as individual characters are unlikely to survive the dangers of the wilds alone.

Think Outside the Box

Kindreds and Classes grant a number of special capabilities useful during adventures. However, more often than not, hazards, challenges, and foes cannot be overcome simply by using traits and powers listed on the character sheet. Careful investigation of the environment, creative use of equipment, clever plans, and harebrained schemes can be equally effective. See also *Narrative Interaction*, p150.

Use Time Wisely

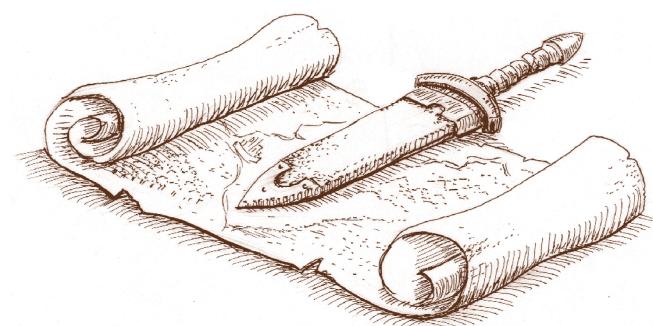
Every moment that passes during an adventure presents a chance of the party being noticed by malignant monsters (see *Wandering Monsters*, p155). Resources such as rations and light sources dwindle. Party members tire and suffer injuries. Wise players do not waste time when adventuring.

Avoid Unnecessary Combat

There is an element of risk any time a character's fate is determined by a roll of the dice. This is especially acute during combat, where a die roll can make the difference between life and death. Players are advised to avoid direct confrontations where possible. If combat cannot be avoided, players should use reconnaissance, planning, and tactics to tip the chances in their favour.

Know When to Back Out

Keep a careful eye on the party's strength and resources. If these dwindle too far, a retreat to safety is advisable, to recuperate and restock. Likewise, if combat turns against the party, do not be afraid to flee. A tarnished pride is preferable to an ignoble death in the maw of a ravenous monster.



Core Rules

The fundamental rules used to resolve most situations of peril.

Most situations of peril and uncertainty are resolved using one of a handful of core game rules: a Skill Check, Ability Check, Saving Throw, or Attack Roll. In situations where none of these core rules obviously applies, the Referee may simply judge a chance of success and ask the player to roll. See *Chance Rolls*.

Situational Modifiers

The Referee may apply modifiers to a Skill Check, Ability Check, Saving Throw, or Attack Roll, depending on the difficulty of the situation.

Skill Check / Ability Check modifiers: Generally range from -2 to +2, with a -2 penalty representing a very challenging situation and a +2 bonus representing a very easy situation.

Saving Throw / Attack Roll modifiers: Generally range from -4 to +4, with a -4 penalty representing a very challenging situation and a +4 bonus representing a very easy situation.

d6 Rolls and d20 Rolls

The core rules use two different types of rolls, each with different statistical properties.

d6 rolls: A character's training and aptitudes (as defined by their Kindred, Class, or Ability Scores) strongly determine the chance of success. In the case of Ability Checks, for example, the Ability Modifier (-3 to +3) makes a huge difference on the scale of a d6 roll.

d20 rolls: Randomness plays a stronger role in chance of success. Ability Modifiers (-3 to +3) make only a small difference on the scale of a d20 roll.

Chance Rolls

In situations where no specific skill or Ability plays a role or where sheer luck is the deciding factor, the Referee may judge a chance of success and have the player roll. Two common methods are judging an X-in-6 or a percentage chance.

X-in-6: The Referee judges the chance of success as a likelihood out of 6. For example, a 3-in-6 chance for a situation of even chances, or a 1-in-6 chance for a very challenging situation.

Percentage chance: The Referee judges the chance of success as a percentage. For example, a 50% chance for a situation of even chances, or a 10% chance for a very challenging situation.

SKILL CHECKS

Skills represent specific competencies practiced by adventurers. All adventurers can use the Listen, Search, and Survival skills, and some Classes grant the use of additional, specialised skills.

Rolling: Roll 1d6 and add any situational modifiers. If the result equals or exceeds the character's Skill Target for the skill being tested, the check succeeds. Skills default to a target of 6, unless the character's Kindred or Class specifies a lower target.

1s and 6s: A roll of natural 1 always fails and a roll of natural 6 always succeeds, irrespective of modifiers.

Kindred and Class: In cases where a Kindred *and* Class grant an improved chance of success with a skill (i.e. a lower Skill Target), use the more favourable.

When to Roll a Skill Check

Each skill applies in certain specific situations, when called for in the rules.

Listen Checks: Rolled when a character presses their ear to a door to detect the presence of creatures on the other side (see *Listening at Doors*, p151).

Search Checks: Rolled when searching for secret doors or traps (see *Hidden Features*, p152).

Survival Checks: Rolled when trying to find food in the wild (see *Finding Food in the Wild*, p152).

Specialised skills: Specialised Class skills are explained in each Class description. These skills can only be used by characters of the appropriate Class.

ABILITY CHECKS

An Ability Check represents a test of a character's basic physical or mental aptitudes (one of their Ability Scores), rather than learned aptitudes due to their Class or Level.

Rolling: Roll 1d6 and add the Modifier of the Ability being tested, along with any situational modifiers. If the result equals or exceeds a target number of 4, the check succeeds

1s and 6s: A roll of natural 1 always fails and a roll of natural 6 always succeeds, irrespective of modifiers.

When to Roll an Ability Check

Ability Checks apply in certain specific situations, when called for elsewhere in the rules (see the list under *Ability Scores*, p22). The Referee may also optionally call for an Ability Check in other situations as desired.



SAVING THROWS

Certain dangerous or detrimental effects—for example, a banshee's deadly wail or a wyrm's acidic breath—call for a Saving Throw (sometimes called a *save*). This is a roll to determine whether a character succumbs to or avoids the effect. There are 5 Save Categories, each rolled for a different type of hazard: Doom, Ray, Hold, Blast, Spell.

Rolling: Roll 1d20 and add any applicable modifiers. If the result equals or exceeds the character's Save Target for the applicable Save Category, the Saving Throw succeeds.

Modifiers: For Saving Throws against effects of magical origin, add the character's Wisdom Modifier. Also add any situational modifiers determined by the Referee.

1s and 20s: A roll of natural 1 always fails and a roll of natural 20 always succeeds, irrespective of modifiers.

When to Roll a Saving Throw

The description of a spell, magic item, monster special power, and so forth notes when to roll a Saving Throw and which Save Category to roll against. For example, the description of a spell may call for a **Save Versus Spell**.

Save Categories

Doom: Effects that instantly kill or inflict ongoing physical malignities—for example, poison, disease, death magic. Doom also serves as a general category for avoiding unfortunate fates that do not fall under any other Save Category.

Ray: Rapidly moving, directional effects that can be dodged—for example, energy rays, lightning bolts.

Hold: Effects that hinder or prevent movement—for example, paralysis, petrification, falling rocks that may crush or pin characters.

Blast: Lethal energy effects that fill a wide area—for example, wyrm breath, explosions.

Spell: Potent, directly targeted effects—for example, arcane or holy spells, fairy glamours, magic staves.

Choosing a Save Category

In situations not covered by the rules (e.g. when creating new spells or monsters), the Referee must choose an appropriate Save Category. A simple approach is to run down the categories list above (from Doom to Spell) and choose the first that fits the effect in question. For very unusual effects that don't fit in any category, default to Doom.

Item Saving Throws

The equipment of a character killed by a destructive effect (e.g. lightning) is assumed to be destroyed. Magic items may be allowed a **Save Versus Doom** (using the character's Save Targets) to survive.

ATTACK ROLLS

In the chaos of combat, the sequence of feints, dodges, parries, and glancing blows that may occur each Round are abstracted into an Attack Roll. This roll determines whether an attacker lands a blow on their opponent.

Rolling: Roll 1d20 and add any applicable modifiers. If the result equals or exceeds the defender's Armour Class, the attack hits. Make a **Damage Roll**.

Modifiers: Add the character's Attack bonus (see the Class progression table). For melee attacks, add the character's Strength Modifier. For missile attacks, add the character's Dexterity Modifier. Also add any situational modifiers determined by the Referee.

1s and 20s: A roll of natural 1 always fails and a roll of natural 20 always succeeds, irrespective of modifiers.

When to Roll an Attack Roll

An Attack Roll is made whenever one creature attempts to physically harm another, whether using fists, claws, melee weapons, or missile weapons. See **Combat**, p166.

Damage Rolls

The equipment list (p118) notes the damage die rolled for each type of weapon. Likewise, the descriptions of creatures with natural attack forms (e.g. claws, fangs) note the damage die rolled.

Modifiers: Attacks with melee weapons apply the Strength Modifier to the damage roll.

Hit Points: Rolled damage is subtracted from the target's Hit Points.

Minimum damage: A successful attack always inflicts at least 1 damage, irrespective of modifiers.

Death: A target that reaches 0 Hit Points dies. Hit Points are never reduced below 0.

Immunities: Some monsters are immune to attacks of certain kinds. In this case, even if an attack hits, damage is not rolled.

Recovering lost HP: Lost Hit Points can be recovered by rest and healing. See **Rest and Healing**, p160.



Time and Movement

The basic rules for character movement and tracking the passage of time.

When exploring the untracked wilds or the depths of the underworld, time is a critical resource. Every moment wasted presents a chance for malignant creatures to note the party's presence. As time passes, light sources in dark places dwindle, beneficial spells falter, and thirst, exhaustion, and hunger set in. Wise adventurers do not linger, making the most of every moment in perilous places.

TRACKING TIME

When an adventure is under way, the Referee should keep track of the time that elapses in the imagined world, known as *game time*. This is distinct from *real time*: what may take the players and Referee mere seconds to describe may take PCs hours or even days to complete.

Units of time: When characters are exploring a dungeon, the Referee tracks the number of Turns that have elapsed; when characters are exploring outdoors, the number of days elapsed is tracked.

Judgement: The Referee adjudicates what characters may accomplish in a given period of time.

Resources

As game time passes, the Referee should pay attention to resources that the party consumes. For example: food, water, fuel for light sources, durations of spells or magical effects, etc.

Measures of Time: Rounds and Turns

Aside from everyday time increments (minutes, hours, days, and so on), the following special units are used in the game.

Turns: Approximately 10 minutes of game time. There are 6 Turns in an hour. Time is measured in Turns when exploring dungeons (see *Dungeons*, p162).

Rounds: Approximately 10 seconds of game time. There are 60 Rounds in a Turn. Time is measured in Rounds during encounters, especially in combat (see *Encounters*, p164 and *Combat*, p166).

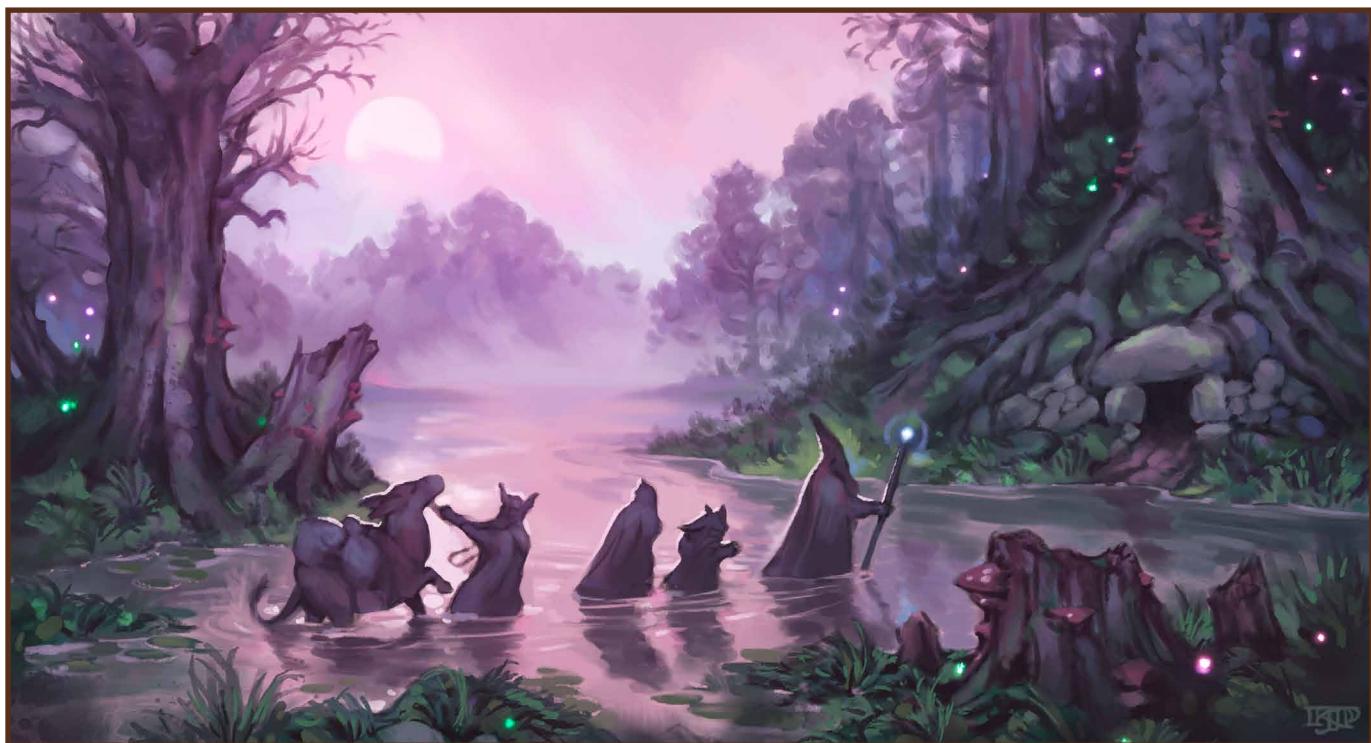
Measures of Distance: Inches, Feet, Miles

Distances are measured in imperial or customary US units: inches (notated with the " symbol), feet (notated with the ' symbol), and miles.

Conversions: 1 foot = 12 inches. 1 mile = 5,280 feet.

Measures of Weight: Coins

Weight measures typically come into play only when discussing how much characters can carry (see *Encumbrance*, p148). As coins are the most common form of treasure found by adventurers, all weights are measured in coins (ten coins equal one pound).





TRACKING MOVEMENT

As Player Characters explore the imagined world, the Referee should keep track of their location on a prepared map. The map is usually kept secret from the players, who must rely on the Referee's descriptions of the areas they explore.

To determine how long it takes for characters to move from one area to the next, the Referee should refer to the characters' Speed (see p17).

Party Speed

An adventuring party usually wants to stay together. The Speed of the party as a whole is determined by the Speed of the slowest member.

Encounter Movement: Speed / Round

During an encounter, a character's Speed indicates the number of feet they can move each Round. This is especially relevant during combat. For example, a character with Speed 40 can move up to 40' each Round.

Exploration: Speed × 3 Per Turn

When exploring unknown areas of a dungeon or other indoor area, characters can move up to 3 times their Speed in feet each Turn. For example, a party whose slowest member has Speed 30 can explore up to 90' each Turn. This very slow rate of movement accounts for PCs exploring in a dark, unknown environment, moving carefully and stealthily, and mapping progress.

In familiar areas: When PCs are moving through previously explored areas which they have mapped, they may move at up to 10 times their Speed in feet each Turn. For example, a party whose slowest member has Speed 30 can travel through up to 300' of familiar areas each Turn.

Running: Speed × 3 Per Round

When fleeing or pursuing enemies (see *Evasion*, p165), characters can move up to 3 times their Speed in feet each Round. For example, a party whose slowest member has Speed 30 can run up to 90' each Round.

Mapping: No mapping is possible when running.

Exhaustion: Characters become exhausted (see *Exhaustion*, p151) after running at this rate for 30 Rounds. The penalties for exhaustion last until characters have rested for 3 Turns.

Overland Travel: Speed / 5 Travel Points Per Day

The Referee's map of Dolmenwood (provided in the *Dolmenwood Campaign Book*) is based on a hex grid, with each hex being 6 miles across. When travelling along roads or in the wilds, characters gain Travel Points each day equal to their Speed divided by 5. For example, a party whose slowest members has Speed 30 gains 6 Travel Points per day. Travel Points are expended as characters explore hexes of different terrain types. See *Travel*, p156 for full details on Travel Points and overland travel.

Using Miniatures

Some groups like to use miniatures along with a gridded tabletop surface to track exploration and combat.

Play surface: The most convenient type of surface is something on which maps can be drawn with erasable pens. The surface should be gridded for ease of tracking the movements of characters.

Scale: The typical scale used is 1" on the play surface = 5' in the game world.

Miniatures: Miniature figures are available to purchase from many different companies. Alternatively, simple tokens like dice or beads can be used.

Encumbrance

Rules governing how much gear and treasure adventurers can haul around.

In the perilous wilds, an adventurer's equipment makes the difference between life and death. A rope can prevent falling into a deathly chasm, a burning torch can fend off wild beasts, and a humble fishing rod can provide a meal to fill hungry bellies. Characters must carefully consider the equipment they take with them when adventuring, as each person is only able to carry so much. Each item carried is at once a burden and a potential lifesaver in times of peril.

Two approaches to determine how much characters can carry are presented here: one based on tracking the total weight of items carried, the other based on tracking the number of items carried. The Referee should decide which to use, and it should be applied to all characters.

WEIGHT ENCUMBRANCE

This encumbrance system is based on tracking the individual weights of items carried, giving a detailed and fairly realistic overview of each character's load.

Carrying Capacity

The total weight of the character's gear is tracked. As coins are the most common form of treasure found by adventurers, all weights are measured in coins. Ten coins equal one pound.

Equipment: The equipment lists note the weight of all weapons, armour, and items of adventuring gear. Groups wishing to simplify tracking may treat a character's miscellaneous gear (e.g. backpacks, ropes, torches, etc.)—excluding weapons and armour—as a total of 100 coins of weight.

Treasure: The weight of treasure carried by a character is tracked. See *Weight of Common Treasures*.

Maximum load: The maximum load any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

Determining Speed

A character's Speed is determined by the total weight they carry. See the *Weight Encumbrance* table.

WEIGHT ENCUMBRANCE	
Total Weight	Speed
Up to 400 coins	40
Up to 600 coins	30
Up to 800 coins	20
Up to 1,600 coins	10

Horses and Vehicles

The carrying capacity of mounts and vehicles is listed in coins under *Horses and Vehicles, p120*.

Basic Weight Encumbrance (Optional Rule)

This option may be used by groups who prefer a simpler encumbrance system based on weight carried.

Equipment: The weight of armour, weapons, and adventuring gear is not tracked and does not count towards a character's maximum load.

Treasure: The weight of treasure carried is tracked to make sure that the character's maximum load is not exceeded. See *Weight of Common Treasures*.

Maximum load: The maximum load of treasure any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

Determining Speed

A character's Speed is determined by the type of armour they are wearing and whether they are carrying a significant amount of treasure (as judged by the Referee). See the *Basic Encumbrance* table.

BASIC ENCUMBRANCE

Armour Bulk	Speed Without Treasure	Speed With Treasure
None	40	30
Light	30	20
Medium or Heavy	20	10



Weight of Common Treasures

The encumbrance of common items of treasure is listed below. The Referee should decide the weight of other forms of treasure.

TREASURE WEIGHT

Item	Weight
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

SLOT ENCUMBRANCE

This encumbrance system is based on *gear slots*, giving a simple and abstract overview of each character's load. Each item carried occupies 0–3 gear slots—see *Items in Gear Slots*. Characters become slower and more burdened depending on the number of gear slots occupied.

Equipped Items: 10 Slots

Characters have 10 slots for *equipped items*, that is anything the character is wearing, holding, actively using, or has ready to use at short notice: armour worn, shields or weapons held, sheathed weapons, items in a belt pouch.

Maximum load: A character cannot carry more than 10 slots of equipped items.

Stowed Items: 10 Slots / Container

Sacks and backpacks each have 10 slots for *stowed items*, that is items packed away in the container.

Maximum load: A character cannot carry more than a total of 16 slots of stowed items.

Maximum containers: A character can wear one backpack and can carry up to two sacks, each occupying one hand. When carrying a sack, the character cannot carry a weapon, shield, lantern, or other object in that hand.

Retrieving: In combat, retrieving a stowed item takes 1 Round.

Determining Speed

A character's Speed is determined by the number of occupied gear slots, shown in the *Slot Encumbrance* table. Track the number of equipped and stowed items separately, look up both in the table, and use the slowest Speed listed.

SLOT ENCUMBRANCE		
Occupied Slots		
Equipped	Stowed	Speed
0–3	0–10	40
4–5	11–12	30
6–7	13–14	20
8–10	15–16	10

Example: A fighter wearing plate mail (3 equipped slots) and carrying a shield and longsword (2 equipped slots) has Speed 30 (5 equipped slots total). They are also carrying a backpack containing a tinder box, 3 flasks of oil, a lantern, a rope, and a waterskin (7 stowed items). The 7 stowed items do not alter their Speed. If, later in an adventure, they fill a sack with 600gp (6 stowed items, for a total of 13 stowed items), their Speed would be reduced to 20.

Horses and Vehicles

The number of items that mounts and vehicles can carry is calculated by dividing their coin capacity by 100 (see *Horses and Vehicles, p120*). The distinction between equipped and stowed items does not apply to horses and vehicles.

Items in Gear Slots

The *Item Gear Slots* table lists the number of gear slots occupied by different kinds of items.

General items: Unless noted otherwise, each object a character carries occupies 1 gear slot.

Tiny items: Some very small items only occupy a gear slot if carried in large numbers (as judged by the Referee).

Bundled items: Some items are purchased and carried in bundles. A bundle occupies 1 gear slot.

Containers: Containers (e.g. backpacks, sacks) only count as an item when not in use.

Bulky items: Large or heavy objects that require two hands to carry occupy 2 gear slots and cannot be stowed. Very heavy or bulky objects may occupy 3 or more gear slots, as judged by the Referee.

Clothing and armour: Clothing does not occupy a gear slot. Light armour occupies 1 slot, Medium armour 2, and Heavy armour 3. A shield occupies 1 slot.

ITEM GEAR SLOTS	
Adventuring Gear	Slots
General item	1
Clothing	0
Tiny item: e.g. bell (miniature), fungi / herbs, holy symbol, paper or parchment, pipeleaf, quill, whistle	0
Bundled item: e.g. candles (10), torches (3), caltrops (20), chalk (10), iron spikes (12), marbles (20)	1 per bundle
Container: e.g. backpack, belt pouch, sack	0 when in use
Bulky item: e.g. barrel, casket, chest, pole (10' long)	2
Coins or gems (up to 100)	1
Weapons	Slots
Melee weapon, one-handed	1
Melee weapon, two-handed	2
Missile weapon	1
Ammunition (up to 20 pieces in container)	1
Armour	Slots
Light armour	1
Medium armour	2
Heavy armour	3
Shield	1

Dropping Items

When characters discover large treasure hoards, they may have to drop items, abandoning adventuring gear in order to stuff their sacks with gold.

In desperate circumstances, such as when fleeing enemies, characters may choose to drop items to lighten their load. Weapons, shields, and even stuffed sacks or backpacks may be dropped to increase a character's Speed.

Hazards and Challenges

Rules for handling common adventuring situations.

 Characters adventuring in the wilds or the underworld must traverse all manner of environmental features: trees to climb, chasms to bridge, floors and walls to probe, mysterious statues and altars to examine, and so forth. This section presents guidelines for handling the most common types of environmental features, hazards, and challenges.

NARRATIVE INTERACTION

The basic game procedure (*p138*) serves as the fundamental means of interacting with hazards and challenges. The environment is described and clarified with questions from the group, then the characters act and the Referee judges what happens. Sometimes a die roll is required—putting a character's fate in the hands of chance—but it is often possible to bypass hazards using ingenuity, without any kind of random roll.

Example: Exploring a cave system of crystal-encrusted grottoes, the party comes across a 10' wide chasm blocking their path. The players ask the Referee if they can jump across. Consulting the rules for jumping (*p153*), the Referee says that a **Strength Check** is required. Not liking the odds, the players discuss other approaches. Could the large statue they previously encountered be dragged here and tipped across the chasm as a bridge? Could they attach a rope and grappling hook to rocks on the other side and swing across?

Adventurer Competency

When dealing with hazards and challenges, it is useful to recall that all PCs, no matter their Class, are *professional adventurers*. Even the most bookish magician has chosen to leave the safety of their master's tower and take up a life of adventure. Such a lifestyle brings with it the following basic competencies. Adventurers can perform these tasks under normal conditions without a roll or check.

Camping: Finding campsites, setting up tents, gathering firewood, lighting fires.

Horse riding: Basic riding and care of horses.

Mapping: Pacing out and estimating distances, basic mapping symbols.

Rope use: Throwing, grappling, climbing, common knots.

Swimming: Treading water, swimming short distances.

Travelling: Packing gear, route planning, basic navigation.

Valuing treasure: Identifying gems, valuing trade goods and art objects.

CLIMBING

Characters can make trivial climbs in non-pressured situations without a roll (e.g. climbing into the lower branches of a tree). In more difficult or tense situations, the Referee may require a **Dexterity Check**. If the check fails, the character falls at the halfway point, suffering 1d6 damage per 10' of the fall.

COLD

Characters travelling in extremely cold weather without adequate protection (e.g. a winter cloak—see *Adventuring Gear, p116*) lose 1d4 Hit Points per day.

DARKNESS AND BLINDNESS

Wise characters carry illumination—magical or mundane—when exploring at night or underground. Typical light sources enable normal vision within a 30' radius.

Low light: In low light conditions (e.g. at night without a light source), characters suffer a -2 penalty to Attack Rolls and move at half Speed.

Pitch darkness or blindness: Characters plunged into darkness or suddenly blinded suffer a -4 penalty to Attack Rolls, Armour Class, and Saving Throws and have Speed 10.



DOORS

Doors are a common obstacle in dungeons and indoor spaces, restricting vision and access. Furthermore, doors may be locked, stuck, or hidden from plain sight.

Secret Doors

Whether cunningly integrated into stonework or concealed beneath a blanket of moss, some doors cannot be seen by casual observation. Searching for secret doors is discussed under *Hidden Features*, p152.

Locked Doors

If the correct key cannot be located, a locked door may be broken open, opened by magic (e.g. the *Knock* spell, p82), or picked by a thief (see p74).

Breaking open: A successful **Strength Check**, the use of a tool (e.g. an axe or a crowbar), and 1 Turn of effort are usually enough to smash or pry open a typical wooden door. At the Referee's discretion, the noise produced may trigger an additional check for *Wandering Monsters*, p155.

Stuck Doors

A stuck door is unlocked but so obstructed that it cannot be opened without force (for example, due to being swollen or blocked by roots).

Forcing: Characters can attempt to shoulder barge a stuck door with a **Strength Check**. If successful, the door is rapidly forced open. A failed attempt eliminates any possibility of surprising (see *Encounters*, p164) any creatures on the other side of the door.

Listening at Doors

Most doors do not block obvious, loud noises, but characters may attempt to detect the presence of monsters waiting quietly beyond a closed door by pressing an ear against it to listen. The Referee then rolls a **Listen Check**.

Time: Each listening attempt takes 1 Turn.

Multiple characters: If space permits, multiple characters may listen at the same door. Up to 2 characters can simultaneously listen at a typical door.

Retrying: Characters may listen at the same door as often as they wish, each attempt requiring an additional Turn.

Referee rolls: The Referee rolls all **Listen Checks**, so that players do not know if the roll failed or if there is simply no sound to be heard.

Silent monsters: Some monsters (e.g. undead) cannot be detected by listening.

EXHAUSTION

When adventuring, characters must rest at intervals to avoid exhaustion. See *Travel*, p156 and *Dungeons*, p162.

Effects of exhaustion: Character who fail to rest suffer a -1 penalty to Attack and Damage Rolls until they rest.

Cumulative: Multiple sources of exhaustion are cumulative (to a maximum penalty of -4). For example, a party that slept poorly and has not rested while exploring a dungeon suffers a -2 penalty.

FALLING

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.



FINDING FOOD IN THE WILD

Dolmenwood is rich in tasty plants, fish, and game animals. When on a long journey, a party may try to find food in the wilds, rather than relying on rations purchased in a settlement. The party may choose to fish, forage, or hunt—all handled by rolling a **Survival Check** for the day.

Time: If characters devote a whole day exclusively to finding food, without travelling, they gain a +2 bonus to the **Survival Check**. Otherwise, it is assumed they are looking for food during rest periods throughout the day.

Multiple characters: A single **Survival Check** is made for each group of characters travelling together, using the best Skill Target of all characters.

Splitting up: Characters may split into smaller groups to improve their chances of finding food, making one **Survival Check** per group, but this is dangerous: each group has a separate chance of losing direction (p153) and encountering wandering monsters (p155).

Fishing

Using a fishing rod and tackle (see **Adventuring Gear**, p116), fishing is possible in any hex on the Dolmenwood map which contains a lake or river. The DCB lists the kinds of fish that can be caught.

Yield: Successful fishing provides 2d6 fresh rations.

Foraging

The DCB lists the kinds of plants and mushrooms that can be found.

Yield: Successful foraging provides 1d6 fresh rations (1d4 in winter, 1d8 in autumn). Rare and magical herbs—only found in certain areas of Dolmenwood—may also turn up in the harvest.

Hunting

Successful hunting means that characters have crept up on game animals. The DCB lists the kinds of game animals that can be hunted.

Combat: The party must then attempt to kill the game animals. This is handled as a normal combat encounter. The party has surprise (see **Surprise**, p164) and begins the encounter $1d4 \times 30'$ away from the quarry.

Yield: The party gains fresh rations based on the Hit Points of game animals killed: 1 ration per HP for Small animals, 2 rations per HP for Medium, and 4 rations per HP for Large (or more for extremely large creatures, per the Referee's judgement).



HIDDEN FEATURES

When exploring tangled woods, forsaken moors, or benighted ruins, not all is always as it seems. Fairy doors linger in secluded glades, forgotten towers lurk in lost dells, and hidden doors lie concealed behind fronds of moss. Adventurers with the persistence to look more deeply may discover all manner of secrets.

Hidden Features Outdoors

Some areas of the Dolmenwood campaign map contain hidden features which go unnoticed by a party simply wandering past. Hidden features can be found by searching—see **Searching Hexes**, p157.

Hidden Features in Dungeons

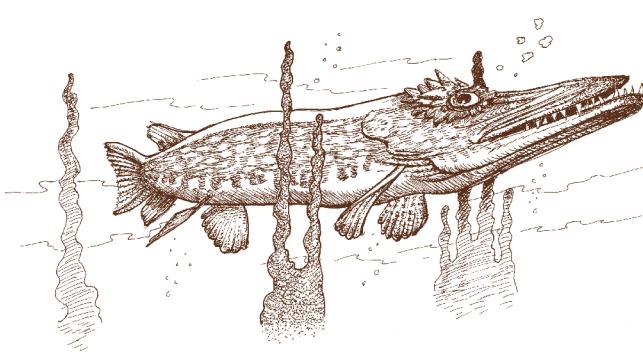
In enclosed spaces, hidden features can often be located by narrative interaction (p150). Alternatively, players may declare that they are searching a certain object or 10' × 10' area for hidden features (e.g. traps, secret doors, hidden compartments, etc.). The Referee rolls a **Search Check**.

Time: Each search takes 1 Turn.

Multiple characters: If space permits, multiple characters may search the same object or area. Up to 3 characters can simultaneously search a 10' × 10' area.

Retrying: Characters may search the same object or area again as often as they wish, each attempt requiring an additional Turn.

Referee rolls: The Referee rolls all **Search Checks**, so that players do not know if the roll failed or if there are simply no hidden features present.



HUNGER AND THIRST

Hunger: Adventurers must be careful to pack provisions sufficient for their journey, or be prepared to *Find Food in the Wild*. Characters who go without food for a whole day or longer begin to suffer deleterious effects as indicated in the *Effects of Hunger* table.

Thirst: Water is easy to find throughout Dolmenwood, in pools and little streams. Characters without access to water suffer the effects of going without food (see the *Effects of Hunger* table) and lose 3 Constitution per day. Death results if Constitution is reduced to 0.

EFFECTS OF HUNGER

Days	Mortals / Demi-Fey	Fairies
1	-1 Attack	-1 Wisdom
2	-1 Attack, -10 Speed	-2 Wisdom
3	-2 Attack, -10 Speed	-4 Wisdom
4	-2 Attack, -20 Speed	-6 Wisdom. Lawful character becomes Neutral
5	-3 Attack, -20 Speed	-8 Wisdom
6	-4 Attack, -30 Speed	-10 Wisdom
7+	-4 Attack, -30 Speed. -1 Constitution per day. Death at 0 Constitution	-12 Wisdom. Character becomes Chaotic

Speed reductions: Speed is never reduced below 10.

Wisdom reductions: Wisdom is never reduced below 3.

JUMPING

Long jumps: Characters can jump across a stream, chasm, or pit of up to 5' wide with a 20' run-up—no roll is required. For longer jumps of up to 10', a **Strength Check** is required.

High jumps: Characters can jump over obstacles of up to 3' high with a 20' run-up—no roll is required. For higher jumps of up to 5', a **Strength Check** is required.

Modifiers: -1 if wearing Medium armour, -2 if wearing Heavy armour.

LOSING DIRECTION

Getting Lost Outdoors

Overland travel is described at an abstract level, without detailing the minutiae of winding paths and minor terrain obstacles the party navigates. When travelling with a reliable guide, following a road or river, or heading towards an obvious landmark, there is no risk of getting lost. Otherwise, the Referee rolls for a chance that the party gets lost each travel day.

Chance: The chance of the party becoming lost depends on the type of terrain being explored—see *Travel*, p156. Inclement weather conditions (e.g. fog, blizzard) may also increase the chance of getting lost.

When to roll: 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.

Getting lost: The effects of becoming lost are described in the *Dolmenwood Campaign Book*.

Getting Lost in Dungeons

Dungeon exploration focuses on the precise details of rooms and passages the party traverses. There is no roll to check for getting lost, but players should carefully map dungeon areas explored. The players' map and memories are their sole means to maintain orientation and recall safe routes out of the dungeon.

Getting lost: Characters who are captured, magically transported, or who lose their map may no longer know where they are in relation to previously explored areas. Characters in this situation should start a new map and attempt to find their way back to a known area. The old and new maps can then be connected.



STEALTH

When two groups approach each other, there is a chance that one or both is unaware of the other's presence. This is handled by a Surprise Roll (see *Surprise*, p164).

Movement and encumbrance: Exploration movement (see *Time and Movement*, p146) is careful and stealthy, so as not to automatically give away a group's presence. Heavily laden characters must move especially slowly, to avoid armour or other gear making noise. This is handled by the encumbrance rules (p148) reducing laden characters' Speed.

Sneaking

When attempting to sneak up on or sneak past a creature, a Surprise Roll is made each Round. If the roll indicates surprise, the sneaking party may move for 1 Round without being detected. Otherwise, the sneaking party is spotted.

Vigilance: If creatures are actively watching (e.g. a guard staring fixedly down a corridor, without moving), the Referee may rule that sneaking is impossible. Most creatures cannot maintain this level of vigilance for long.

Distractions: If creatures are engaged in some activity (e.g. feeding, conversation) or distracted by a noise elsewhere, the Referee may rule that their chance of being surprised is increased.

Lone characters: Sometimes a single character (e.g. a thief or hunter) splits off from the main party to scout ahead. In this case, treat the character as a separate party with their own Surprise Rolls.

Hiding and Ambushes

A common tactic is to hide behind some kind of cover in order to evade detection or to surprise foes. The chance of being spotted by casual passersby is determined by the density of cover available, as judged by the Referee.

Complete cover: A creature fully concealed from view (e.g. behind a wall, inside a coffer, etc.) automatically goes undetected.

Partial cover: The Referee should judge the chance of the creature being spotted based on the density of cover, for example as an X-in-6 roll.

Searching: The above assumes enemies casually wandering past the location where a creature is hidden. If an enemy is actively searching, it is only a matter of time before the hiding place is uncovered.

Ambushing: When creatures attack from hiding, the opposing side's chance of being surprised is increased by 1. For example, the standard 2-in-6 chance of being surprised increases to 3-in-6.

Example: Hearing the echoing footsteps of castle guards approaching, a gang of burglars quickly dives behind cover. One character jumps inside a closet and shuts the door, another hides behind a curtain, and the third crouches behind a statue in a corner. The Referee rules that the character in the closet automatically goes undetected, the character behind the curtain has a 1-in-6 chance of being spotted (their feet are sticking out at the bottom), and the character behind the statue has a 3-in-6 chance.

SUFFOCATION

A character can survive for up to 1 Round (10 seconds) per point of Constitution before suffocating to death. For example, a character with Constitution 12 can survive without breath for at most 2 minutes.

SWIMMING

All characters can swim, unless there is an obvious reason why a character could not have learned.

Speed: Characters can swim at half their normal Speed.

Swimming in Armour

Attempting to swim while wearing armour is perilous in the extreme. Characters must make a **Strength Check** to avoid going under, modified as follows.

Light armour: No modifier.

Medium armour: -2 penalty.

Heavy armour: -4 penalty.

Rough waters: -1 or -2 penalty, as judged by the Referee.

Drowning

A character forced underwater can hold their breath for a short time before drowning. See *Suffocation*.



TRAPS

Intelligent creatures often protect their lairs and treasures with traps to deter intruders. Concealed pits may drop the unwary into captivity or onto deadly spikes. Envenomed needles may be concealed in locks, ready to spring out and poison would-be thieves. Adventurers should be wary of such hazards and act with care.

Triggering Traps

Each trap has a trigger—an action which causes it to spring (e.g. turning a door handle, walking into a specific area).

Chance of triggering: Many traps have unreliable mechanisms, due to shoddy construction, lack of maintenance, or poor environmental conditions. When a character performs the action that triggers a trap, there is a 2-in-6 chance of the trap being sprung. Better maintained traps may have a higher chance of springing, if the Referee wishes.

Failing to trigger: When a trap fails to spring, the Referee may optionally give players a clue as to its presence. For example, the character may hear a click or feel the movement of a pressure plate, as the trap is almost but not quite fully triggered.

Monsters and traps: Monsters often know how to safely bypass traps in the area where they live.

Searching for Traps

Searching for traps is discussed under *Hidden Features*, p152.

Disarming and Bypassing Traps

Many traps can be disarmed or bypassed by narrative interaction (p150). See *Tips for Handling Traps*. Thieves additionally have the ability to disarm fiddly, mechanical traps (e.g. trapped locks)—see p74.

Tips for Handling Traps

The following tricks are often useful when dealing with traps.

Force: Smashing the lock of a chest with a hammer may destroy a delicate poison dart trap without triggering it.

Jamming: A judiciously placed rock or flagstone may be able to jam the mechanism of a trap, preventing it from triggering.

Liquids: Water poured over a floor may trickle down cracks, revealing a secret trapdoor or hidden pit.

Probing: Tapping ahead with a pole may trigger a trip-wire.

Tapping: Tapping along walls listening for a hollow sound may reveal hidden compartments.

Weight: A heavy object thrown onto a section of floor may trigger a pressure plate.



WANDERING MONSTERS

Besides the monsters noted as inhabiting specific areas of a dungeon or outdoor region, PCs may randomly encounter monsters on the move between areas. These are known as *wandering monsters*. See *Travel*, p156 and *Dungeons*, p162 for specific details.

Frequency: The Referee rolls periodically to determine whether a wandering monster is encountered. The frequency of checks depends on the type of area being explored.

Chance: When a wandering monster check is made, the chance of a random encounter depends on the type of area being explored (e.g. dungeon region or level, type of outdoor terrain).

Monster type: Each area has its own table of wandering monsters, found in the DCB or the adventure scenario being run. The Referee rolls on the appropriate table when an encounter takes place.

Attracting attention: If the party is making a lot of noise or carrying bright light sources in a dark environment, the Referee may increase the chance of wandering monsters being encountered.

Hiding: If the party rests quietly in an out-of-the-way location, the Referee may decrease the chance of wandering monsters being encountered.

Travel

The basic procedures for travelling and exploring in the wilds of Dolmenwood.

Travel Procedure Per Day

1. **Weather:** The Referee determines the day's weather, using the tables in the *Dolmenwood Campaign Book*.
2. **Decide course:** The players decide on their course of travel for the day.
3. **Losing direction:** The Referee determines whether the party gets lost, depending on the terrain.
4. **Wandering monsters:** The Referee makes a check for a daytime random encounter.
5. **Description:** The Referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions as required. If monsters are encountered, follow the procedure described in *Encounters, p164*.
6. **End of day:** If still in the wilds, the party sets camp (see *Camping, p158*). The Referee updates time records, with special attention to rations, spell durations, and the party's need to rest.

TIME

When travelling overland through Dolmenwood, game time is tracked in days.

ROADS, TRACKS, AND TRAVELLING WILD

Adventurers may at times follow useful pathways connecting settlements, but they often find themselves travelling in the wild woods.

Roads: Actively maintained roads. Parties following a road travel quickly and have no risk of getting lost.

Tracks: Smaller paths which are seldom frequented and sporadically maintained. Parties following a track travel quickly but have a small risk of getting lost.

Travelling wild: All travel off tracks and roads is classified as *travelling wild*. The speed of travel and chance of getting lost are determined by the type of terrain.

MAP HEXES

The Referee's map of Dolmenwood (provided in the *Dolmenwood Campaign Book*) is based on a hex grid, with each hex being 6 miles across. When characters travel through the Wood, the Referee tracks their progress on the hex map.

Players may also wish to keep a map of their own, making notes on hexes as they explore. A blank hex map of Dolmenwood that players can fill in as they explore can be downloaded from dolmenwood.com.

MOVEMENT

Rather than tracking the exact time spent travelling or the precise distances traversed, travel in Dolmenwood is abstracted into a simple system of daily *Travel Points*, representing the time taken for various travel actions.

Travel Points

A party has Travel Points each day equal to its Speed divided by 5, as shown in the *Travel Points Per Day* table. Any excess Travel Points not used by the end of the day are lost.

TRAVEL POINTS PER DAY

Party's Speed	Travel Points Per Day	
	Normal Travel	Forced March
40	8	12
30	6	9
20	4	6
10	2	3

Mounted: A mounted party has Speed 40.

Vehicles: A party travelling with a cart or wagon has Speed 30.

Normal Travel

A normal day of travel (whether on roads, tracks, or in the wild) is assumed to last 12 hours, with 8 hours spent travelling and 4 hours spent resting, preparing meals, eating, setting up and taking down camp, and so forth.

Forced March

A party may push itself to travel extra distance in a day, gaining a 50% increase in Travel Points (see the *Travel Points Per Day* table). This requires a 16 hour travel day, including 12 solid hours of travel.

Exhaustion: Following a forced march, characters must rest for a full day or become exhausted (see *Exhaustion, p151*). Characters who forced march again without resting suffer cumulative exhaustion penalties (-1 per day).

Travelling on Roads and Tracks

The Referee tracks the party's position along roads or tracks as they travel.

Travel Point cost: 6 miles costs 2 Travel Points, unaffected by the type of terrain or the number of hexes passed through. On the Referee's hex map (*DCB*), roads and tracks are annotated with 6 mile marker points.

Hex features: The party may explore any features along the roadside in hexes they pass through. Features further from the road are missed.

TERRAIN TYPES					
Light Terrain		Moderate Terrain		Difficult Terrain	
Farmland	Tilled fields and lanes	Bog	Treeless mire	Boggy forest	Wet, muddy woods
Fungal forest	Giant fungi, few trees	Hilly forest	Undulating woods	Craggy forest	Broken terrain, cliffs
Hills	Undulating grassland	Tangled forest	Dense, gloomy woods	Swamp	Wetland, sparse trees
Meadow	Flat grassland			Thorny forest	Dense thorn thickets
Open forest	Light, airy woods				
Travel Points to enter/search: 2		Travel Points to enter/search: 3		Travel Points to enter/search: 4	
Lost/encounters: 1-in-6		Lost/encounters: 2-in-6		Lost/encounters: 3-in-6	
Mounts and vehicles may enter		Mounts must be led, no vehicles		No mounts or vehicles	

Travelling Wild

The Referee tracks the party's position on the hex map, noting the current hex they are in.

Travel Point cost: The *Terrain Types* table lists the cost to enter an adjacent hex, based on its terrain type.

Hex features: Once the party has paid the Travel Point cost to enter a hex, they may explore any non-hidden features in that hex without further expenditure of Travel Points.

End of day: If the party does not have sufficient Travel Points to enter an adjacent hex, the Referee should note how many Travel Points they have expended and how many must be expended the next day to enter the hex.

Example: A party with 2 Travel Points remaining is travelling from a farmland hex toward an adjacent hex consisting of bog (3 Travel Points to enter). The party spends the 2 Travel Points it has, nearing the edge of the bog hex but unable to enter it today due to being 1 Travel Point short. The party makes camp in the farmland hex. The following day the party need only spend 1 further Travel Point to enter the bog hex.

MOUNTS AND VEHICLES

Mounts and land vehicles provide convenient means of travelling with heavy loads, but they become inconvenient when characters are travelling wild.

Speed and Travel Points

Mounts: A mounted party has Speed 40 (8 Travel Points per day). While some mounts have Speed faster than 40, they can only move at this rate for short bursts.

Land vehicles: A party travelling with a cart or wagon has Speed 30 (6 Travel Points per day).

Terrain Restrictions

Mounts and land vehicles can travel freely along roads and tracks, but travelling wild is limited by certain terrain types. The *Terrain Types* table lists which types of terrain mounts and vehicles may enter, with mounts only able to be led (i.e. not ridden) in certain types of terrain.

RESTING

Characters must rest for 1 day per week of travel (i.e. 6 days of travel, 1 day of rest) or become exhausted (see *Exhaustion*, p151).

SEARCHING HEXES

Some hexes on the Dolmenwood campaign map contain hidden features which stay unnoticed by a party simply wandering through the area. Hidden features can be found by searching a hex, requiring extra time and Travel Points.

Travel Point cost: The *Terrain Types* table lists the cost to search a hex, based on its terrain type.

Hidden features: Searching may reveal hidden features in a hex, if any are present. Once a hidden feature has been located, it can be found again without searching.

LOSING DIRECTION

See *Losing Direction*, p153 for more information.

Checks: One roll for getting lost is made each day. The Referee makes this roll at the start of the travel day. If the party is travelling along a road (no chance of getting lost), the roll for getting lost is made when they leave the road.

Travelling wild: The chance of getting lost depends on the terrain being explored—see the *Terrain Types* table.

Following a road: There is no chance of getting lost.

Following a track: There is a 1-in-6 chance of getting lost.

Visibility: In conditions of reduced visibility, such as fog or blizzards, the chance of getting lost increases by 1 (e.g. 2-in-6 becomes 3-in-6), and in darkness by 2.

Effects of getting lost: The effects of getting lost are described in the *Dolmenwood Campaign Book*.

WANDERING MONSTERS

See *Wandering Monsters*, p155 for more information.

Checks: One check for wandering monsters is made each day. The Referee may make this roll either at the start of the day, halfway through the day (when the party has spent half its Travel Points), or at the end of the day.

Chance: The chance of an encounter depends on the type of terrain being traversed—see the *Terrain Types* table.

Creature: The *Dolmenwood Campaign Book* includes tables to determine the type of creatures encountered.

Distance: Wandering monsters are encountered $2d6 \times 30'$ away. If both sides are surprised (see *Encounters*, p164), this is reduced to $1d4 \times 30'$.

Camping

Procedures for setting up a campsite and sleeping in the wilds.

Camping Procedure

1. **Setup activities:** The players decide which characters prepare the campsite, fetch firewood, and fetch water. Any applicable rolls are made.
2. **Camp activities:** Characters may build a fire. Optionally, someone may try to cook a meal and someone may try to entertain the group. Any applicable rolls are made.
3. **Watches through the night:** Players may decide to set a series of watches through the night.
4. **Wandering monsters:** The Referee makes a check for a nighttime random encounter.
5. **Sleep:** Characters bed down for the night. Depending on conditions, a **Constitution Check** may be required to get a good night's rest.
6. **Waking up:** Characters who slept well heal 1 HP. Spell-casters may prepare new spells for the day.

Quick Camping (Optional Rule)

Groups desiring a quicker method of resolving campsite activities may rule that if the party has camping gear suitable for the weather conditions, they automatically succeed in getting a good night's rest. The full procedure may be used in adverse conditions.

SETUP ACTIVITIES

Preparing the Campsite

At least one character must remain at the campsite to clear away branches and rocks, set up tents and bedrolls, prepare a fire pit, and so forth.

Fetching Firewood

Finding wood suitable for building a campfire (i.e. not damp, rotting, frozen, etc.) can be difficult and depends primarily on the weather.

Amount of wood: Each character who goes fetching wood can collect enough to keep a campfire burning for 1d6 hours.

Bad conditions: The Referee may apply situational modifiers to the roll for the amount of wood found, for example: -1 for damp conditions, -2 in snow, -4 in heavy rain.

Fetching Water

Dolmenwood is riddled with little streams, pools, and springs, making it easy to find water suitable for drinking. Characters may refill any waterskins or other containers.

CAMP ACTIVITIES

Building a Fire

Given a means of producing flame (e.g. a tinder box, magic) and a stash of wood (either gathered from the forest or carried in packs), a character may build a fire. In normal conditions, fire building automatically succeeds.

Bad conditions: In troublesome circumstances, the Referee may rule that there is only a 4-in-6 (or worse) chance of successfully getting a fire going.

Cooking

Given a fire, cooking pots, and ingredients (e.g. foraged food, fresh rations, hunted game), someone may cook a meal. The cook should make a **Wisdom Check**.

If the check succeeds: An especially tasty dish is produced. Those who eat the meal gain a +1 bonus to any **Constitution Checks** required to rest (see *Sleep*), due to their hearty supper.

If the check fails: A palatable but not exemplary dish is produced. On a natural 1, the cook must **Save Versus Doom** or produce a ruined and utterly inedible meal (burned, spilled, etc.), wasting the ingredients used.

Camaraderie

Time spent around the fireside with one's companions may lift the spirits and induce restful sleep. A character may attempt to entertain with music, song, stirring tales, jokes, and so forth. The entertainer should make a **Charisma Check**.

If the check succeeds: All characters gain a +1 bonus to any **Constitution Checks** required to rest (see *Sleep*).

If the check fails: The attempt to entertain falls flat. On a natural 1, the entertainer must **Save Versus Doom** or incur ridicule and discord, incurring a -1 penalty to any **Constitution Checks** required to rest (see *Sleep*).



WATCHES THROUGH THE NIGHT

Characters often 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.

Watch durations: The party's rest period typically lasts around 8 hours, with 4 characters taking 2 hour watches during that time. Characters who sleep for less than 6 hours fail to get a good night's rest (see *Sleep*).

Spell-casters: Characters whose sleep is interrupted by taking a watch have difficulty memorising or praying for spells the following morning. See *Difficulty Preparing Spells* under *Sleep*.

Falling Asleep on Watch (Optional Rule)

Groups wishing to add an element of slapstick and danger may declare a basic 1-in-10 chance of each character falling asleep during their watch. Characters with Constitution 15 or higher have only a 1-in-20 chance of falling asleep, while characters with Constitution 6 or lower have a 1-in-6 chance.

If a 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 (see *Encounters*, p164). This may mean that some characters in the party are surprised while others are not.

WANDERING MONSTERS

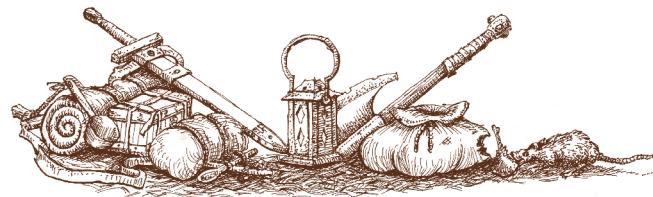
See *Wandering Monsters*, p155 for more information.

Checks: One check for wandering monsters is made per night. If a nighttime encounter is rolled, the Referee may randomly determine when during the night it occurs (e.g. during which character's watch).

Chance: The chance of an encounter occurring depends on the type of terrain the party is camping in—see the *Terrain Types* table (p157).

Creature: The *Dolmenwood Campaign Book* includes tables to determine the type of creatures encountered.

Distance: Wandering monsters are encountered $2d6 \times 30'$ away. If both sides are surprised (see *Encounters*, p164), this is reduced to $1d4 \times 30'$.



SLEEP DIFFICULTY

Fire	Bed	Winter	Spring	Summer	Autumn
No fire	No bedding	Impossible	Difficult	Moderate	Difficult
No fire	Bedroll or tent	Impossible	Moderate	Easy	Moderate
No fire	Bedroll and tent	Difficult	Moderate	Easy	Moderate
Campfire	No bedding	Impossible	Difficult	Moderate	Difficult
Campfire	Bedroll or tent	Difficult	Easy	Easy	Easy
Campfire	Bedroll and tent	Moderate	Easy	Easy	Easy

SLEEP

In ideal conditions of warmth and comfort, characters rest peacefully and awake refreshed. Ideal conditions are not easy to come by when bedding down among the roots and bracken of the forest, however.

Sleep Difficulty

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 campfire burning), and the season. See the *Sleep Difficulty* table.

Easy: The character gets a good night's rest.

Moderate: The character must make a **Constitution Check** to get a good night's rest.

Difficult: The character must make a **Constitution Check** with a -2 penalty to get a good night's rest.

Impossible: The character fails to get a good night's rest.

Getting a Good Night's Rest

The character awakes refreshed by the primordial woodland airs, with the following effects:

Recuperation: The character heals 1 Hit Point.

Failure to Get a Good Night's Rest

The character rises grumpy, tired, and uncomfortable, with the following effects:

Exhaustion: The character is exhausted until they get a good night's rest (see *Exhaustion*, p151). Failure to properly sleep for multiple days incurs cumulative exhaustion penalties (-1 per day).

Difficulty preparing spells: For each spell the character attempts to memorise or pray for, there is a 1-in-6 chance of failure. If the roll fails, the attempt to memorise or pray for the spell fails—the spell slot remains empty and unusable this day.

Settlements

Where weary adventurers may rest, heal, and spend their hard-earned gold.

Settlement Procedure Per Day

1. **Weather:** The Referee determines the day's weather, using the tables in the *Dolmenwood Campaign Book*.
2. **Decide actions:** The players decide on their actions for the day (e.g. resting, shopping, researching).
3. **Random encounters:** The Referee makes a check for a daytime random encounter.
4. **Description:** The Referee describes what happens. If an encounter occurs, follow the procedure described in *Encounters, p164*.
5. **End of day:** The characters return to their lodgings. The Referee updates time records, with special attention to durations of ongoing downtime activities (e.g. spell research).
6. **Random encounters:** If characters are active at night, the Referee makes a check for a nighttime random encounter.

ACTIONS

Settlements present a wealth of opportunities for characters weary from the hardships of adventure. Some of the most common activities are as follows.

Arcane Study

Arcane spell-casters can learn new spells by studying under a mentor or by a process of research. Learning spells takes time and requires peace and quiet. See *Arcane Magic, p78* for full details.

Earning Money

Player Characters are professional adventurers, so they do not usually have the training, equipment, or contacts to make a living by other means.

Using Class capabilities: Adventurers may sometimes wish to use the capabilities of their Class to earn a bit of money on the side (e.g. bards performing in taverns, thieves picking pockets at a market). Characters can earn 3d6sp per day in this way.

Gossiping

Characters spending time in taverns, drinking with local folk may hear rumours of potential adventuring interest, determined by the Referee.

Locating Specialists or Retainers

Characters may ask around to find specialists or retainers for hire in the settlement. See *Specialist Services, p132* and *Retainers, p134*.

Rest and Healing

A stay in a settlement is a perfect opportunity to rest and recuperate, healing damage accrued during adventures.

Healing overnight: Characters heal 1 Hit Point per night when staying in a settlement.

Full days of rest: A full day of rest allows a character to heal 1d3 Hit Points. Resting precludes activity more strenuous than reclining in an inn, sipping hot food and a soothing beverage.

Shopping

Settlements provide all manner of useful businesses where adventurers can replenish their stocks and spend their coin. See *Settlement Services*.

Visiting NPCs

Characters may spend time visiting NPCs they know in the settlement, discussing plans, business ventures, intrigues, and goings on in the Wood.

RANDOM ENCOUNTERS

When PCs are active in a settlement (i.e. not simply resting in an inn), there is a 2-in-6 chance of a random encounter during the daytime and a 1-in-6 chance during the nighttime. This is in addition to any NPCs encountered at settlement locations (e.g. innkeepers, store owners, etc.).



Settlement Sizes

Settlements in Dolmenwood are classified into one of five size categories, based on their population.

SETTLEMENT SIZES

Type	Inhabitants
Hamlet	20–49
Village	50–999
Small town	1,000–3,999
Large town	4,000–7,999
City	8,000+

SETTLEMENT SERVICES

The *Dolmenwood Campaign Book* describes the main points of interest in each settlement, including the most significant shops or services. In addition to any specific services mentioned, the following common services are available in most settlements.

Apothecaries and Herbalists

All settlements have a herbalist of one kind or another, often an apothecary or a local hedge witch. Such people are experts in the healing, magical, and poisonous properties of herbs and fungi.

Buying fungi and herbs: See *Common Fungi and Herbs*, p130.

Identifying fungi and herbs: For a 5gp fee, a herbalist can examine and identify a specimen.

Selling fungi and herbs: Herbalists are often willing to purchase useful (i.e. not poisonous) specimens from adventurers at 50% of their normal value.

Banking and Money Changing

Businesses specialising in exchanging coinage and basic banking services can be found in towns and cities.

Money changing: Coins of one kind can be exchanged for coins of another kind of equivalent value (e.g. 1,000cp exchanged for 10gp). The fee is 3% of the value of the coins changed. (e.g. a 3sp fee for exchanging 1,000cp to 10gp.)

Safe storage: Funds can be left in a money changer's safe, with a token given to vouch for the money stored. This service is free of charge if money is left for at least 1 month. There is a 10% fee otherwise.

Loans: An item of double the value of the loan must be left as a deposit. The fee is 10% of the value of the loan per month. Well-known and respected characters (e.g. high Level characters with land) may be able to get loans at a lower interest rate and without a deposit.



Lifestyle Expenses (Optional Rule)

Instead of separately calculating the costs of inn lodgings and meals, characters' living expenses may be abstracted into a simple daily payment based on a chosen standard of living. This can be especially useful for extended periods of downtime, when characters' day-to-day activities are not played out.

Wretched lifestyle: Sleeping in back alleys, begging, and eating scraps. A wretched character does not heal any lost Hit Points.

Poor lifestyle: Lodging in poor quality inns or rented rooms in an older part of town.

Common lifestyle: Lodging in common quality inns or a rented cottage in a quiet part of town.

Fancy lifestyle: Lodging in fancy quality inns or a spacious, rented house in the nicest part of town.

LIFESTYLE EXPENSES

Lifestyle	Cost/Day	Cost/Month
Wretched	—	—
Poor	5sp	15gp
Common	2gp	60gp
Fancy	10gp	300gp

Buying Property

Characters may sometimes wish to purchase property in a settlement. Use the price guidelines listed for hiring a builder (see *Specialist Services*, p132). Existing property usually costs 50–100% of the price to build a new structure, depending primarily on the building's state of repair and location.

Buying and Selling Equipment

Standard adventuring gear, weapons, and armour can be bought (and sometimes sold) at small stores such as blacksmiths, carpenters, chandlers, leatherworkers, and so on.

Buying equipment: Common adventuring gear, weapons, and armour can be bought at standard prices. Certain items are only available in larger settlements (see *Adventuring Gear*, p116).

Selling used equipment: Stores are often willing to purchase used equipment from adventurers at 50% of its normal value, as long as it is in good condition.

Buying and Selling Treasure

Gems, jewellery, and art objects can be bought and sold at specialist jeweller's stores in towns and cities.

Buying gems/jewellery: Jewellers sell items to adventurers at their full value.

Selling gems/jewellery: Jewellers purchase items from adventurers at 80% of their full value.

Valuation (optional rule): It is generally assumed that adventurers are able to appraise the value of treasures themselves. If the Referee wishes to keep the value of gems and jewellery secret, PCs may inquire at the store for a valuation. The fee for this service is 3% of the item's value.

Dungeons

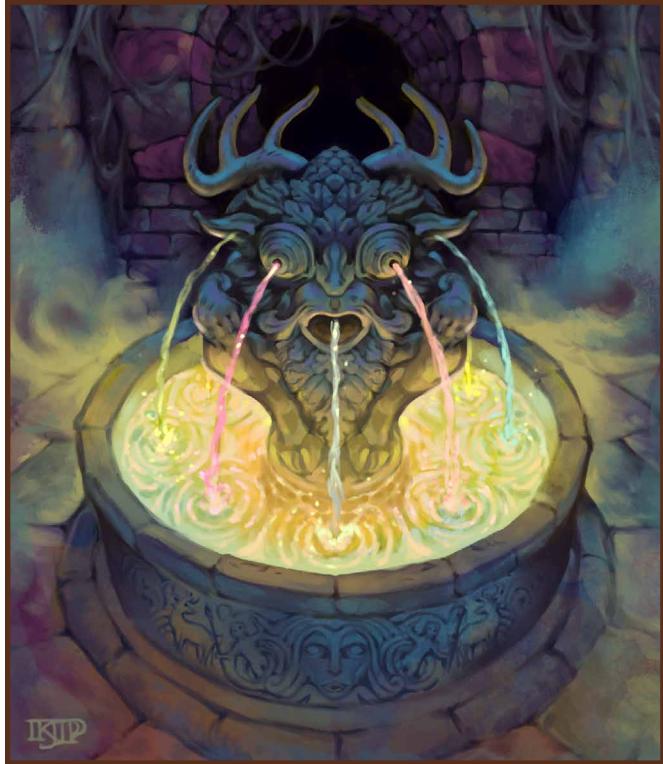
Procedures for adventuring in ruins, caverns, and the depths of the underworld.

Dungeon Exploration Procedure Per Turn

- Decide actions:** The party decides what actions to take (e.g. moving, searching, listening, entering rooms).
- Wandering monsters:** The Referee makes a check for random encounters as applicable.
- Description:** The Referee describes what happens. If monsters are encountered, follow the procedure described in *Encounters, p164*.
- End of Turn:** The Referee updates time records, with special attention to light sources, spell durations, and the party's need to rest.

What is a Dungeon?

The term *dungeon* is used to denote any underground, indoor, or enclosed adventuring locale. Crystal caverns, barrow mounds, abandoned mines, ruined castles, enemy fortresses, giant worm tunnels, unhallowed crypts, and haunted manors are all examples of dungeon locales.



DUNGEON LEVELS

Dungeons typically consist of a series of floors or distinct regions known as *levels*. Adventurers usually begin exploring the first level of a dungeon and may discover entrances to the second, third, and further levels as they explore. Dungeon levels are often connected by stairways, but trap doors, chutes, chasms, pits, and magical portals also sometimes provide means of moving between levels or accessing secret areas.

Danger and Reward

Dungeon levels further from an entrance (e.g. deeper underground) present greater challenges but also greater rewards. More powerful monsters live in deeper levels and guard more valuable treasure hoards. Generally, a dungeon level presents suitable challenges and rewards for characters of equal Level. For example, the first level of a dungeon is suited to Level 1 characters.

TIME

When exploring dungeons, game time is tracked in Turns (around 10 minutes). See *Time and Movement, p146*.

MOVEMENT

Characters move at exploration speed: 3 times their Speed in feet each Turn (or up to 10 times their Speed through previously explored, fully mapped areas). See *Time and Movement, p146*.

Established Safe Paths (Optional Rule)

To speed up play, the Referee may choose to accelerate travel along safe, previously explored routes through the dungeon, rather than playing out the whole journey on a Turn by Turn basis.

- Length:** Gauge the length of the route.
- Time:** Calculate the number of Turns required to follow the route: divide the route's length in feet by 10 times the party's Speed.
- Resources:** Check that the party has sufficient resources (e.g. light sources) to follow the route without incident. If resources expire part way, resume play at the point along the route where this occurs.
- Wandering monsters:** Make wandering monster checks as appropriate for the number of Turns required to follow the route. If a check results in an encounter, resume play at the point along the route where it occurs.
- Journey:** Otherwise, describe the journey briefly without going into detail about each area traversed.

RESTING

Characters must rest for 1 Turn per hour (i.e. 5 Turns of exploration, 1 Turn of rest) or become exhausted (see *Exhaustion*, p151).

Sleeping in Dungeons

Dungeons are perilous places not conducive to sleep. When adventurers become fatigued and their resources run low, it is usually best to retreat to the safety of a settlement to rest. However, adventurers may occasionally wish to camp out in a dungeon.

Getting a good night's rest: The rules for sleeping in the wilds may be used (see *Camping*, p158), choosing a season appropriate to the dungeon's conditions. For example, a steamy, moss-carpeted dungeon might be treated as summer, whereas a chilled crypt might be treated as winter.

Campfires: Lighting a campfire for warmth is normally impossible in an enclosed space, due to the smoke.

Wandering monsters: If adventurers set up camp in a hidden or little-frequented corner of a dungeon, the frequency of wandering monster checks may be reduced (per the Referee's judgement). See *Wandering Monsters*. For example, camping behind a closed door in an out-of-the-way area may entail a check once every 2 hours, while camping in a secret room unknown to most dungeon denizens may entail only a single check while PCs sleep.

FOOD IN DUNGEONS

The weird animals, plants, and fungi of the underworld are sometimes edible—if adventurers dare to sample them. Otherwise, it is advisable to bring rations on longer dungeon expeditions (see *Adventuring Gear*, p116).

Spoilage: Fresh rations spoil and become inedible after 1 day in a dank environment (e.g. a typical dungeon), while preserved rations last for 1 week.

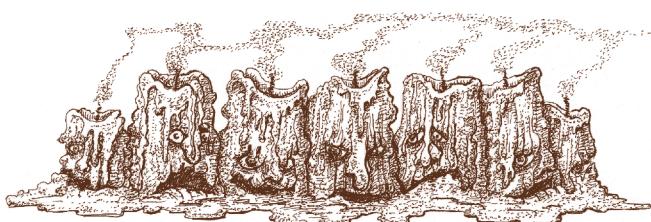
WANDERING MONSTERS

The typical chance of wandering monster encounters is listed below. At the Referee's discretion, some dungeons may have higher or lower chances of wandering monsters. See *Wandering Monsters*, p155 for more information.

Checks: A check for wandering monsters is rolled once every 2 Turns. The chance of an encounter occurring is 1-in-6.

Creature: The *Dolmenwood Campaign Book* includes tables to determine the type of creatures encountered.

Distance: Wandering monsters are encountered $2d6 \times 10'$ away, moving towards the party. If both sides are surprised (see *Encounters*, p164), this is reduced to $1d4 \times 10'$.



EXITING THE DUNGEON (OPTIONAL RULE)

Characters wishing to leave a dungeon must make their way to a known exit to return to the safety of civilisation. Rather than playing out the whole return journey on a Turn by Turn basis, it is sometimes convenient to use an accelerated procedure for exiting a dungeon. For example, some groups prefer to end each session of play outside of the dungeon, enabling a different group of characters and players to reconvene in the next session. In such situations, one of the following procedures may be used.

Option 1: Established Safe Paths

If players know of a safe, previously explored route to a dungeon exit, the procedure listed under *Movement* may be used.

Option 2: Dungeon Escape Roll

This option strongly encourages players to exit the dungeon at the end of each game session. Characters who do not exit the dungeon in a timely manner risk an uncertain doom determined by random rolls. Each character must **Save Versus Doom** (with modifiers listed below) to escape unscathed. If the save fails, the player must roll on the *Dungeon Doom* table to determine their character's fate.

Dungeon level: -1 Saving Throw penalty for each dungeon level beyond the first. (e.g. -3 penalty when exploring the fourth level.)

Mapped location: +2 Saving Throw bonus if characters have a map indicating their location.

Clear path: +4 Saving Throw bonus if characters know a safe, previously explored route to an exit.

Dungeon size: The Referee may apply a Saving Throw bonus for very small dungeons or a penalty for especially sprawling dungeons.

DUNGEON DOOM

d10	Result
1	Escaped. 1d6 random items of equipment lost.
2	Escaped. 1 Hit Point remaining.
3	Escaped. 1 Hit Point remaining and a permanent loss of 1 point from a random Ability Score.
4	Lost. Wandering alone in the dungeon or captured by monsters. 3-in-6 chance the party knows the lost character's location.
5	Lost. Transformed into or controlled by a monster. (Alternatively, the character escapes but has been replaced by a doppelgänger of some kind.)
6	Dead. Companions were able to loot the body or bring it with them.
7	Dead. Companions know the location of the body.
8	Dead. Body and equipment are intact, but companions do not know their location.
9	Dead. Body and equipment are destroyed.
10	Betrayal. Roll on this table again (re-rolling further results of 10). The player may choose to switch their character's fate with that of a companion.

Encounters

When adventurers meet strangers, foes, or monsters in the wilds.

Encounter Sequence

1. **Awareness:** The Referee establishes whether either side is already aware of the other.
2. **Surprise:** The Referee rolls for surprise, if applicable.
3. **Encounter distance:** The Referee determines the distance between the two sides.
4. **Initiative:** Any sides that are not surprised roll initiative to determine who acts first.
5. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
6. **Conclusion:** One Turn has passed.

Sides

Typically there are two sides in an encounter—a PC adventuring party and a group of NPCs or monsters. It is possible to have more than two sides in situations where multiple independent groups meet.

AWARENESS

Sometimes one group is already aware of the other's presence, negating the chance of being surprised. The Referee should judge this based on the situation—e.g. a group making a lot of noise or carrying a light in the dark usually makes its presence known to others at some distance.

Example: An adventuring party exploring a dank cave network approaches the cobweb-strewn lair of a giant spider. The spider has spotted the approaching party's torch light and lies quietly in wait. The spider does not need to make a Surprise Roll, but the party will.

SURPRISE

A Surprise Roll is made for any side that is not already aware of the other's presence. See *Stealth, p154* for more details on avoiding detection.

Surprise Rolls: Each side unaware of the other's presence rolls to see if they are surprised. One player rolls for the adventuring party as a whole, and the Referee rolls for each other side.

Chance of being surprised: The standard chance of a side being surprised is 2-in-6. This may be modified in certain situations. For example, attacking from hiding (see *Stealth, p154*) increases the chance of the opposing side being surprised by 1, to 3-in-6.

Effects of Surprise

Neither side surprised: Neither side has any advantage.

One side surprised: The unsurprised side gains a 1 Round advantage, during which the surprised side cannot act.

Both sides surprised: There is simply a momentary confusion—neither side has any advantage.

ENCOUNTER DISTANCE

The situation in which an encounter occurs often determines the distance between the two sides. If there is uncertainty, determine the distance randomly.

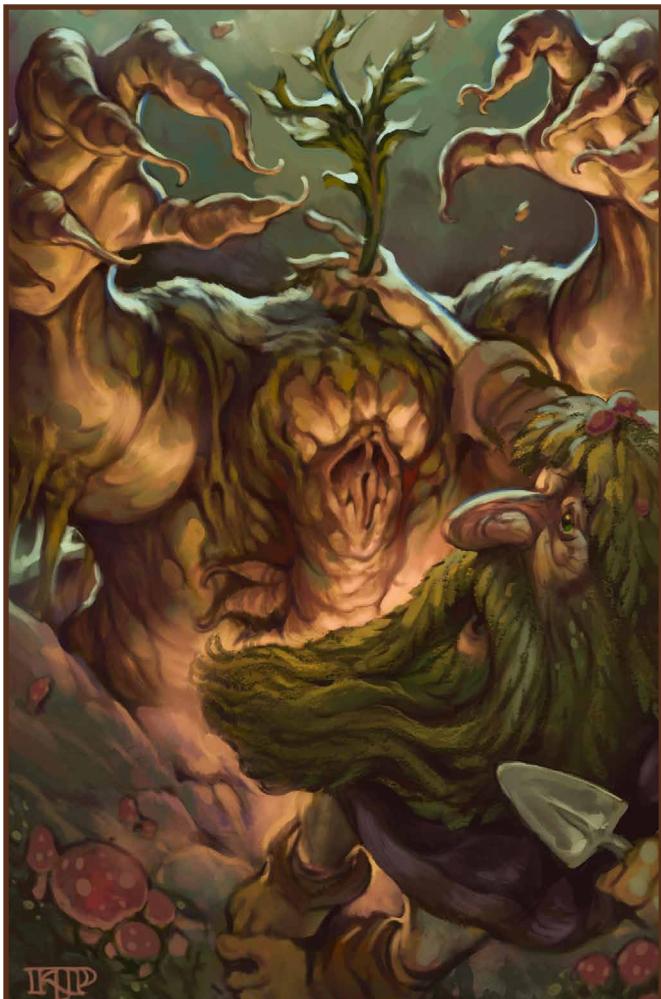
Dungeon: $2d6 \times 10'$. (1d4 $\times 10'$ if both sides are surprised.)

Outdoors: $2d6 \times 30'$. (1d4 $\times 30'$ if both sides are surprised.)

Effects of Encounter Distance

Awareness: Encounter distance indicates the distance at which one or both sides (determined by surprise) become aware of the other. This may be due to sighting, scent, sounds of movement, and so on.

Direction: Unless the situation dictates otherwise, both sides are headed roughly towards each other.



INITIATIVE

Initiative determines which side acts first in an encounter.

Initiative Rolls: Each side rolls 1d6. One player rolls for the adventuring party as a whole, and the Referee rolls for each other side.

Highest roll wins: The side with the highest roll acts first, followed by other sides in order from highest to lowest initiative.

Ties: Either both sides may roll again, or actions on both sides may be resolved simultaneously.

Waiting: A side may choose to voluntarily lose initiative, waiting to react to the other side's actions.

ACTIONS

The players decide their characters' actions and the Referee determines the actions of other sides (see *Monster and NPC Reactions*). The following actions are common.

Attacking

If one side attacks, casts spells, or makes tactical movement, follow the procedure under *Combat, p166*. Use the previously rolled initiative for the first Round of combat, re-rolling in the second and subsequent Rounds.

Evasion

If one side wishes to avoid an encounter, it may attempt to flee. The opposing side must decide whether or not to pursue.

Surprise: If not obviously visible, a side with surprise may avoid the encounter altogether by turning back, waiting quietly, or attempting to sneak past.

Choosing to pursue: Players decide whether to pursue fleeing monsters or NPCs. The Referee decides whether monsters or NPCs pursue fleeing PCs, based on their disposition (possibly making a Reaction Roll—see *Monster and NPC Reactions*). If the opposing side decides to let the other side flee, then the encounter is avoided.

Pursuit: If the opposing side gives chase, it is assumed that both sides are running—moving at 3 times their Speed in feet per Round (see *Time and Movement, p146*). Game time proceeds in Rounds, with the location of the two sides carefully tracked to determine their relative positions.

Ending a pursuit: A pursuit ends if the fleeing side is caught or if the pursuing side decides to give up the chase. Monsters often break off a pursuit if they lose sight of characters (as determined by the Referee).

Obstacles and distractions: The fleeing side may create obstacles to block pursuit (e.g. burning oil) or drop items to distract pursuers. Creatures that value wealth may stop pursuit if characters drop treasure (3-in-6 chance), and ravenous creatures may stop pursuit if characters drop food (3-in-6 chance).

Monster and NPC Reactions

Circumstances often make it obvious how a monster or NPC will react upon encountering adventurers. If unsure, the Referee may make a Reaction Roll.

Reaction Rolls: Roll 2d6 on the *Encounter Reactions* table to determine a creature's initial disposition when encountered.

Charisma: When parleying, the Charisma Modifier of the speaking PC is applied to Reaction Rolls.

ENCOUNTER REACTIONS

2d6	Reaction
2 or less	Attacks
3–5	Hostile, may attack
6–8	Uncertain, wary
9–11	Indifferent, may negotiate
12 or more	Eager, friendly

Parley

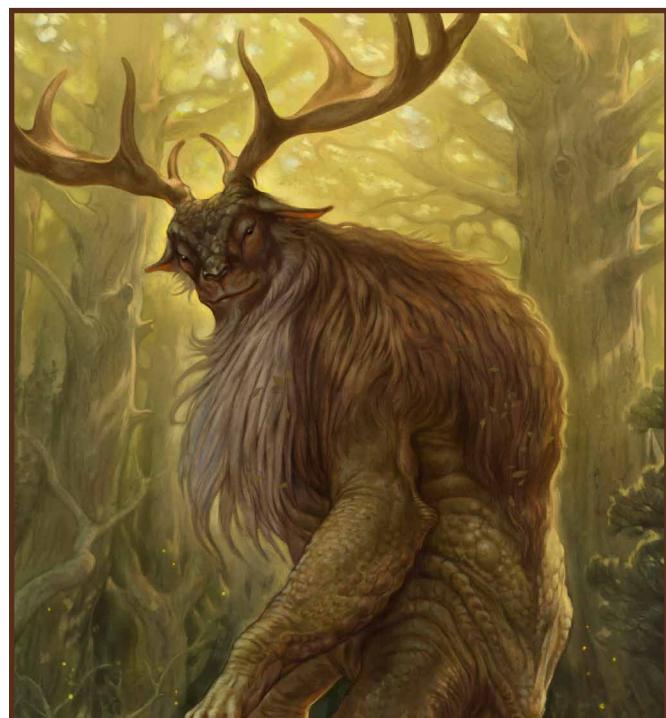
A side may attempt to communicate with the other. If PCs begin an encounter with an attempt to parley, the Charisma of the speaking character can influence the other side's reaction. See *Monster and NPC Reactions*.

Waiting

A side may decide to wait to see how the other side acts, essentially forfeiting any element of surprise or initiative it may have had.

CONCLUSION

An encounter is assumed to take at least one full Turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.



Combat

When swords are drawn and an encounter turns to violence.

Combat Procedure Per Round

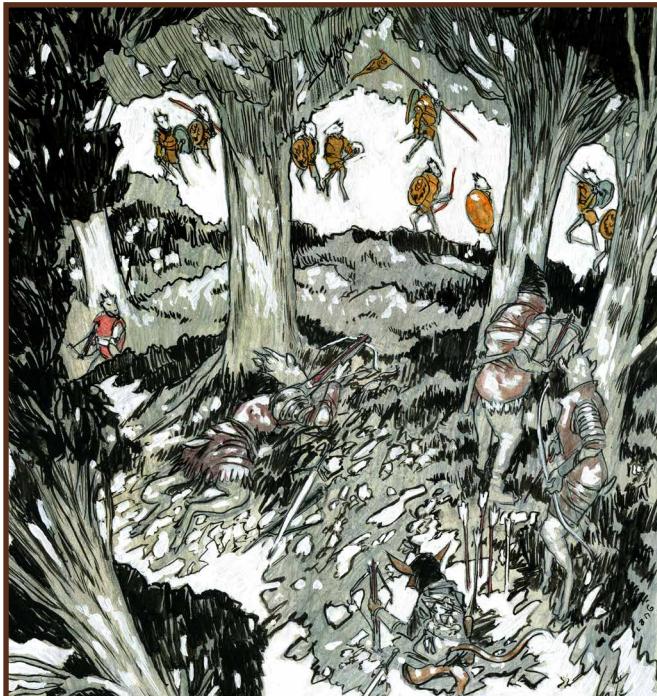
1. **Declarations:** The intent to cast a spell, use a fairy rune, or retreat from melee must be declared.
2. **Initiative:** Each side rolls 1d6 to determine which side acts first. Highest acts first.
3. **Winning side acts:** Actions of combatants on the winning side are handled in the following sequence:
 - a. **Movement:** Combatants may not move when casting a spell.
 - b. **Missile attacks:** Fired or thrown attacks.
 - c. **Magic:** Spells, runes, glamours, magic items, turning the undead.
 - d. **Melee attacks:** And other actions.
4. **Other sides act:** Repeat steps 3a to 3d for each side, in order of initiative (highest first).
5. **Morale:** The Referee makes a Morale Check for monsters and NPCs, if applicable.

Sides

Typically there are two sides in a combat encounter—a PC adventuring party and a group of NPCs or monsters. It is possible to have more than two sides in situations where multiple independent groups meet.

In Melee

Two combatants are treated as being *in melee* if they are positioned within 5' and one or both has made a melee attack against the other.



TIME

During combat, game time is tracked in Rounds (about 10 seconds). See *Time and Movement*, p146.

ACTIONS PER ROUND

Combatants may move and perform one action each Round. Those wishing to cast a spell or use a fairy rune may not move in the same Round.

Common Actions

The following count as a combatant's action for the Round. For other actions, the Referee must judge what is feasible within the space of a Round.

- ▶ Make an attack.
- ▶ Cast a spell, use a rune, or use a glamour.
- ▶ Drink a potion.
- ▶ Activate a magic item.

The Referee may allow combatants to take momentary actions (e.g. shouting a few words, dropping a held object) in addition to their main action for the Round.

DECLARATIONS

Certain actions must be declared before initiative is rolled, as they have consequences for the side that loses initiative. Declaration applies to all combatants, whether controlled by players or by the Referee.

Spells and runes: The intention to cast a spell or use a fairy rune this Round must be declared. The spell or rune is disrupted if the caster loses initiative and is harmed.

Fleeing from melee: The intention to flee from melee this Round must be declared. Opponents that win initiative may attack the fleeing combatant with a bonus.

Other actions: Need not be declared.

INITIATIVE

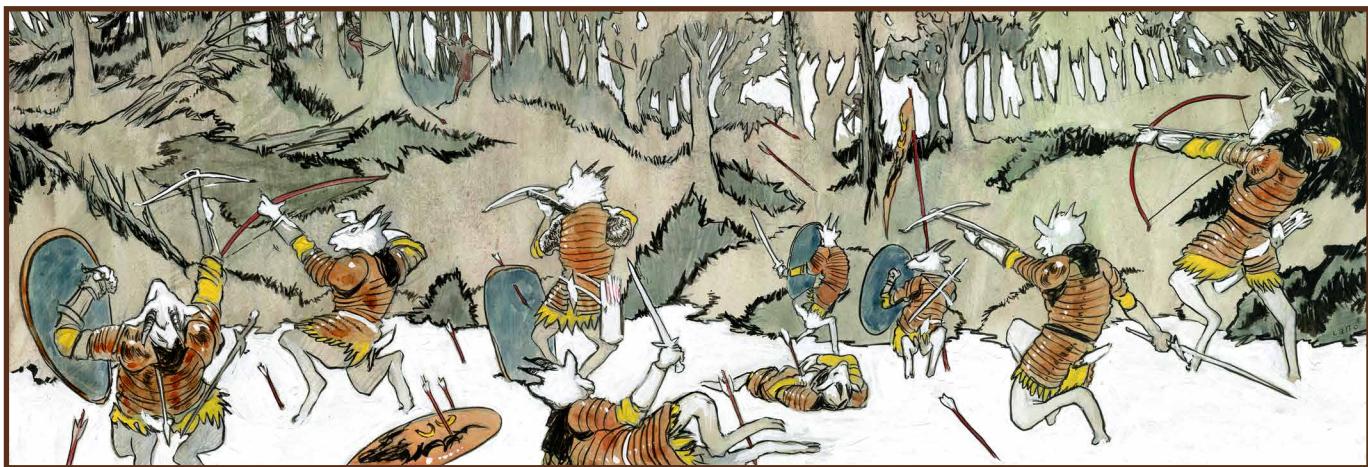
Initiative determines which side acts first each Round.

Initiative Rolls: Each side rolls 1d6. One player rolls for the adventuring party as a whole, and the Referee rolls for each other side.

Highest roll wins: The side with the highest roll acts first, followed by other sides in order from highest to lowest initiative.

Ties: Either both sides may roll again, or actions on both sides may be resolved simultaneously.

Waiting: A side may choose to voluntarily lose initiative, waiting to react to the other side's actions.



MOVEMENT

When in Melee

Combatants can move up to half their Speed in feet per Round.

Fleeing from melee: A combatant wishing to move at greater than half Speed must turn and flee melee, forfeiting their attack this Round. Opponents in melee with a retreating combatant gain a +2 Attack bonus against them this Round and ignore any AC bonus from their shield.

Outside of Melee

Combatants can move up to their Speed in feet per Round.

Fleeing an encounter: Combatants not in melee may flee a combat encounter, beginning running movement (3 times Speed in feet per Round—see *Time and Movement*, p146) and using the rules for evasion (p165).

ATTACKS

Melee attacks are possible when opponents are 5' or less from each other. Missile attacks are possible when opponents are more than 5' from one another. See *Attack Rolls*, p145 for full details on making an Attack Roll.

Attack Modifiers

Melee: Strength Modifier (also applies to damage).

Missile: Dexterity Modifier (not applied to damage).

Rear attacks: Negates AC bonuses from shields.

Missile range: Short: +1 Attack, Medium: no modifier, Long: -1 Attack. Beyond Long range: attack not possible.

Missile cover: The Referee may apply Attack Roll penalties of between -1 and -4 if a target is hiding behind partial cover. For example, a small table might incur a -1 penalty, dense woods might incur a -4 penalty. Targets behind full cover cannot be hit.

Spacing

The Referee should judge the number of opponents that can attack a single combatant, bearing in mind the combatant's size and the available space around them.

10' wide corridors: Have sufficient space for at most 2–3 characters to fight side-by-side.

MAGIC

Spells, fairy glamours, fairy runes, magic items, and turning the undead all take effect in this phase in the initiative sequence.

Restrictions

Line of sight: Unless noted otherwise, the intended target (a specific creature, object, or area) must be visible to the character.

Movement: Characters casting spells or using fairy runes cannot move in the same Round.

Disrupting Spells and Runes

If a character casting a spell or using a rune is successfully attacked or fails a Saving Throw before their side's initiative, the spell or rune is disrupted and fails. Spells fizz out with no effect and are erased from the caster's memory. Runes are treated as having been used.

MORALE

If a battle is going against them, combatants may decide to retreat, flee, or surrender. Players always make this decision for their characters, but the Referee may roll to determine if monsters or NPCs break morale.

Morale Checks: Roll 2d6. If the result exceeds the combatant's Morale, their morale breaks and they try to surrender or flee in the next Round. Otherwise they keep fighting.

One check per side: Typically a single Morale Check is made for all members of a side, rather than one check per individual.

When to check Morale: The first time a combatant on the same side is killed, and when half of the side has been killed or defeated. For a creature encountered alone, a Morale Check should be made when it is first harmed and when it is reduced to $\frac{1}{4}$ or less Hit Points.

Two successes: If a combatant makes two successful Morale Checks in an encounter, they will fight until killed, with no further checks necessary.

Morale 12: Combatants with Morale 12 fight to the death, never rolling a Morale Check.

Situational modifiers: The Referee may apply modifiers (from -2 to +2) to combatants' Morale.

Other Combat Matters

Optional extra combat rules covering more specialised situations.

The combat rules on *p166* cover the most common situations that occur when an encounter turns to violence. The rules presented here provide guidelines for handling more unusual or specialised situations. All are optional and only used at the Referee's discretion.

ATTACKING WITH TWO WEAPONS

Characters with Dexterity or Strength as a Prime Ability may choose to wield two one-handed melee weapons, gaining the ability to make an extra attack each Round.

Primary weapon: Attack Rolls with the primary weapon suffer a -2 penalty.

Secondary weapon: The secondary weapon must be of Small size (e.g. a dagger or hand axe). The character may make one extra attack per Round with the secondary weapon, at a -4 penalty to Attack Rolls.

CHARGING INTO MELEE

Once per combat, a combatant may charge into melee and attack, as follows.

Declaration: Charging must be declared before initiative is rolled.

Charge: The combatant must move at least 20' before attacking. There must be a clear run.

Effects: The combatant gains a +2 Attack bonus this Round, but their AC is penalised by -1 this Round.

Brace weapons: Weapons that may be braced against a charge inflict double damage on the charging combatant—see *Armour and Weapons, p118*.

DEATH'S DOOR

The standard rule is that a character reduced to 0 Hit Points dies immediately. Groups wishing to reduce the risk of death may rule that when a character is reduced to 0 Hit Points, rather than being dead, they linger at death's door.

Effects: A character at death's door is unconscious and will die without magical aid. Each Round, there is a 2-in-6 chance of the character dying.

Aid: Healing that takes effect instantaneously (e.g. *Lesser Healing*, *Spirithame*, magic potions) saves a character if applied before they perish, restoring them to 1 Hit Point. Characters brought back from death's door suffer a permanent loss of 1 point from a random Ability Score.

FIGHTING IN WATER

Land-dwellers are at a disadvantage when fighting in or beneath water—they are unaccustomed with moving and attacking in water, and their weapons are often unsuited.

Penalties: Land-dwellers suffer a -2 penalty to Attack and Damage Rolls when fighting underwater.

Melee weapons: Weapons designed to chop, slash, or bludgeon (e.g. axes, swords, maces) are ineffective underwater. Thrusting weapons (e.g. daggers, spears) function normally.

Missile weapons: Ineffective underwater.

INVISIBLE OPPONENTS

Melee attacks: Melee Attack Rolls against an invisible opponent suffer a -4 penalty.

Missile attacks: It is usually not possible to target an invisible creature with missile attacks.

Defending: Invisible creatures gain a +4 bonus to Attack Rolls against opponents that cannot perceive them.

MISSILE FIRE INTO MELEE

The constant and unpredictable movement of melee makes firing or throwing missile weapons at melee combatants an uncertain proposition.

Attack penalties: The Attack Roll is penalised by -1 for each combatant in melee with the intended target (to a maximum penalty of -4).

Natural 1s: Optionally, on a natural 1 Attack Roll, the Referee may rule that the missile hits a randomly determined combatant in melee with the intended target, inflicting damage.

NON-LETHAL ATTACKS

Any melee attack may be made with the intent to subdue or restrain an opponent, rather than killing them.

Non-lethal damage: Handle Attack and Damage Rolls as normal, but track non-lethal damage separately. If accrued non-lethal damage equals or exceeds a combatant's current Hit Points, they are subdued or knocked unconscious.

Blades: Bladed melee weapons can deal non-lethal blows by attacking with the flat side, rather than the sharp edge. This incurs a -2 Attack penalty and reduces damage by half.

Healing: Non-lethal damage heals at a rate of 1 point per Level per hour. For example, a Level 4 character recovers 4 points of non-lethal damage each hour. Magical healing can also be used to heal non-lethal damage, with any excess points restoring lost Hit Points as normal.

PARALYSED OPPONENTS

Helpless opponents, such as those magically paralysed or frozen, can be automatically hit in melee without an Attack Roll. Only a Damage Roll is required.

PARRYING

Instead of attacking (or performing another action) in a Round, a combatant may opt to act solely defensively.

Declaration: Parrying must be declared before initiative is rolled.

Armour Class bonus: The parrying combatant adds their Strength Modifier or +1 (whichever is greater) to their AC against all melee attacks that Round.

PUSHING

A combatant may attempt to push past an opponent (for example, someone blocking a doorway) or to push them back (for example, someone fighting close to a cliff edge).

Push attack: The attacker makes a melee Attack Roll with a -4 penalty.

Effects: Instead of suffering damage on a successful attack, the defender must **Save Versus Hold**. If the save fails, the attacker may choose to move past the defender or to push the defender 5' back.

Opponent size: If the defender is significantly larger than the attacker, the Referee may grant a +4 bonus to their Saving Throw. If the size difference is extreme, a push attack may simply be impossible.

SPLASH WEAPONS

Splash weapons—for example burning oil or holy water—are containers that smash on contact, dousing the victim in a dangerous liquid. (See *Armour and Weapons*, p118.)

Targeting a creature: A splash weapon may be thrown at a single creature. This is handled as a normal missile attack against the target's Armour Class.

Targeting a surface: Alternatively, a splash weapon may be thrown so that it smashes on a hard surface close to one or more creatures. This is handled as a missile attack against Armour Class 10. If the attack succeeds, all creatures within 5' of the targeted surface are splashed with the liquid and, if it is harmful to them, suffer one-quarter normal damage (rounded up).

Misses

When a splash weapon misses its target (whether a creature or a surface), the Referee may determine the actual location where it smashes.

Direction: Roll 1d12 to determine the direction, interpreting the roll as a clock-face direction.

Distance: The container smashes 10' from the intended target in the specified direction.

Damage: Creatures within 5' of this location are splashed with the liquid. If it is harmful to them, they suffer one-quarter normal damage (rounded up).

SWITCHING WEAPONS

Unless a combatant simply drops their current weapon on the ground, switching weapons is treated as the combatant's action for the Round (i.e. instead of attacking).

UNARMED ATTACKS

Some monsters do not wield weapons, using their natural unarmed attacks (claws, horns, bites, etc.) instead. Humans and other characters may make unarmed melee attacks by punching, kicking, and so on.

Damage: Unarmed attacks inflict 1d2 damage, plus the character's Strength Modifier.

UNSTABLE SURFACES

Combatants on an unstable surface, such as a ship in rough waters or riding a flying animal, are affected as follows. Note that magical means of flight (e.g. the *Fly* spell) generally do not count as unstable.

Missile attacks: Suffer a -4 Attack penalty.

Spells: Cannot be cast.

Magic items: Can be used normally.



Example of Combat

Demonstrating how the rules and procedures of combat work in play.

Emily (playing Grendl Lockehorn, a Level 3 breggle knight), **James** (playing Samwise Lank, a Level 3 human friar), and **Jeff** (playing Boots Pounce-mouse, a Level 3 grimalkin enchanter) have been accosted in their campsite by a knight atop a strange mount. Once again, **Gavin** as the Referee sets the scene.

Gavin: You catch the scent of freshly cut roses and hear the padding of feet as a huge dormouse bounds out of the forest in front of you. A tall, lithe figure with hair the colour of the midnight sky and twinkling with stars sits astride it—bareback, no less! He's clad in plate armour that looks to be crafted from living ivy. He wears no helmet and wields a sword in his left hand. As his pupilless silver eyes fall upon you, he cries out as if he were singing a song, "Stand and deliver, ye knaves and interlopers. Ye stand before a Knight of the Goblin Rhymers and must render unto me that which is due my master!"

James (playing Samwise): I knew it! They *have* been tracking us.

Gavin: It looks like it, yeah. The knight leaps off his strange mount with a flourish, clearly intent on battle. <Gavin starts following the combat procedure—**p166**.> Before we roll Initiative, does anyone have any actions to declare?

James: Yes I want to cast *Mantle of Protection*. One question. I know it's technically another person, but does the protection extend to Rosemary since I'm carrying her?

Gavin: <Thinking for a second, since Rosemary has been more of a story MacGuffin than an independent character> Hmm... yeah, sure. She's small. It'll protect her as well as long as you keep holding her close.

James: Great.

Jeff (playing Boots): I want to use a glamour, but that doesn't count as casting a spell, right? It can't be disrupted.

Gavin: That's right, so you don't need to declare it before we roll Initiative. Anything else?

Emily: I want to lower my head and make a charge attack at Sir Fancy Pants with my horns. I have to declare that, right?

Gavin: That's right. Excellent, decisive action! OK let's roll Initiative then. <Gavin rolls a d6 for the enemy side—the knight and the dormouse.> I got a 4.

Emily (playing Grendl): I'll roll for us. Yes, 5! We go first. Oh, it is on!

Gavin: Great, so movement first. You're all standing about 20' away from the knight and his steed. Grendl is charging. Anyone else want to move this Round? <James and Jeff shake their heads.> What's your Speed Emily?

Emily: Speed 20. So I can get to the knight this Round. <Double-checking the optional charging rule> Yep, and 20' of movement is enough to do a charge attack. He's not holding a brace weapon, so he can't hit me with double damage.

Gavin: Good stuff. So you charge him, lowering your head to get a good aim with your horns. As you're charging, you'll get a +2 Attack bonus when we come to the melee phase, and you suffer a -1 AC penalty this Round as you're rushing in recklessly. Next up would be missile attack, but you both said you wanted to use magic, so let's go straight to your side's magic phase.

James: Yep, so I cast *Mantle of Protection* as I said.

Jeff: And I want to use my *Conjure Treats* glamour to entice the giant dormouse and prevent it from attacking us. Hoping it's a mortal animal and can be affected.

Gavin: Alright, so James you say your prayer to St Benester and your protection spell takes effect. It lasts for 12 Turns, so we'll just cross off 1 Turn after the combat finishes. Jeff, you gesture toward the giant dormouse and a wheel of cheese appears in your hand!

Jeff (as Boots): "Mousy mousy, come and get it!"

Gavin: The giant dormouse looks imploringly between your cheese and its master. I'll make a Morale Roll to see whether it goes for the tasty treat or stays loyal to the knight. <Gavin is using the DMB giant rat stat block for the dormouse, with double normal Hit Points and +1 Attack. He rolls 2d6, scoring a 7—just under the dormouse's Morale score of 8. The beast remains loyal.> The dormouse licks its lips but turns its attention towards Grendl charging its master. Sorry Jeff, that was a great idea.

Jeff: Ah too bad. Makes sense though. Not everyone favours fine cheese over mortal combat.

Gavin: Ha, right. So that was your side's magic phase. Now the moment everyone's been waiting for—melee attacks! Go for it Emily.

Emily: <Making an Attack Roll. She rolls a d20, adding +2 for being a Level 3 knight, +2 for charging, and +2 for her Strength of 16, for a total of +6 to the roll.> An 18 total!

Gavin: <Checks the Armour Class of the elf knight stat block in the DMB—AC 17.> The knight attempts to parry the incoming horns, but is taken aback by the breggle's burst of aggression and you slam into his side. It's a hit—roll damage!

Emily: <Rolls 1d4+1 for the horn damage, adding +2 for her Strength modifier> Nice, a total of 6 damage!

Gavin: <Updates the elf knight's current HP—he has 15 HP left.> He staggers back with an “oof” and cries out “Toothtipper! Attack!” OK that’s your side’s actions wrapped up for the Round. Now your enemies get to act. They’re both going to attack Grendl as she’s the one who started the fight and she’s right next to both of them. I’ll roll the knight’s attack first. <Rolls a d20, adding +5 for the knight’s sword attack, as listed in the DMB.> 14! What’s your AC Emily?

Emily: 16, plate mail with no Dexterity or shield bonus. Oh minus 1 for having charged this Round, so 15. Still not enough. Better luck next time!

Gavin: You deftly dodge the knight’s blow, only to find the great fangs of the dormouse coming at you. <Rolls a d20, adding +1.> Whoa, 18! That’s one vicious rodent. Toothtipper blindsides Grendl, biting her shoulder from the flank. You take <Gavin rolls 1d3> 3 damage.

Emily: Just a scratch. <Updates Grendl’s current Hit Points on her character sheet.> 16 HP left.

Gavin: Both sides have acted now, so it’s the next Round. Any spells or retreats from melee to declare?

Emily: I’m staying put. Can either of you jump in and help with this dormouse?

Jeff: Sure, I can try to stab Toothtipper while it’s distracted trying to eat Grendl. I was thinking of firing at it with my crossbow, but I don’t want to risk hitting Grendl.

James: Am I close enough to Grendl to cast a touch spell on her?

Gavin: Not really. She’s a good 20’ away, and you can’t move and cast a spell in the same Round.

James: Alright. Then I’ll get close enough that I can touch her or Boots next Round, but still hold my staff across the arm where I’m carrying the baby.

Gavin: Oh yeah. Rosemary bursts into tears and is loudly wailing in your arms, Samwise. It doesn’t look like either of your opponents is retreating, so let’s roll Initiative.

Jeff: I’ll roll this time. Nice, I got a 6!

Gavin: Well, I got a 1. You guys go first again. So Jeff you wanted to move up to attack Toothtipper, and James you wanted to move up to be in a position to cast a spell next Round, right?

James: Yep, I’ll get just behind Grendl.

Jeff: Yep, I’m going for that big tasty mouse! Oh, I just remembered, I heal if I eat a giant rodent.

Gavin: Alright so you’re both in position now. I don’t think anyone wanted to do any missile attacks or magic, so let’s go to the melee attacks phase. Make your Attack Rolls Emily and Jeff.

Emily: If Jeff’s gonna deal with the vermin, I’m gonna attack Sir Fancy Pants again. <Rolls d20 + 6.> Aw crap, 12, I doubt that’s enough.

Gavin: Nope, the blow glances off his armour. It looks like ivy, but protects like steel.

Jeff: OK here goes, against the dormouse. <Rolls d20, adding +1 for being a Level 3 enchanter.> Also a 12.

Gavin: <Checking the DMB giant rat monster entry> That’s a hit! Dormouse fur isn’t *quite* as tough as plate mail.

Jeff: Nice! That’s <rolls 1d6> 3 damage with my shortsword.

Gavin: <Updates the dormouse’s current HP—it has 2 HP left.> You get a really good blow, slicing down its side. The dormouse squeals in pain but keeps fighting. You think another blow like that would kill it. OK I think everyone’s gone now, right? So it’s the enemies’ turn to act now. Toothtipper is going to continue gnawing on Grendl, while the Knight of the Goblin Rhymers uses the distraction to move past her and make an attack on Samwise in the hopes he’ll drop the child.

Emily: Hey! Can’t I block him from moving around me?

Gavin: Well, strictly speaking he can move up to half his Speed and remain in melee, so he’s not disengaging exactly. Samwise is right behind you, so the knight only has to manoeuvre 5 or 10 feet around you.

Emily: Fair enough. Maybe think twice about getting so close to me in melee next time Samwise!

Gavin: I’ll roll Toothtipper’s attack on Grendl first. <Rolls a d20, adding +1. He gets a total of 12, missing.> Toothtipper suddenly realises there’s a large anthropomorphic fairy cat right next to him and is more than a bit distracted. Its teeth glance off the armour protecting your arm, Emily. The knight moves to intercept Samwise, trying to slay him with one quick thrust of his sword that appears crafted from goblin teeth bound and sharpened to a razor’s edge. <Rolls a d20, adding +5 as noted in the elf knight’s entry in the DMB. He rolls an 18, for a total of 23!> Oof, what’s your AC James?

James: Uh oh, only 12. Oh... is the knight Chaotic by any chance? If so my *Mantle of Protection* gives me AC 13.

Gavin: Yep, he’s affected by the spell. But I rolled a 23, so it’s still a hit. You jerk aside to avoid injury to the child, Samwise, but the sword pierces your shoulder. Take <rolls 1d8+2> 8 damage.

James: <Updates Samwise’s current HP> Argh, I only have 10 Hit Points! I’ve got 2 HP left, but there’s no way he’s getting this baby. I didn’t do anything after moving up. Can I smack him with my staff? Remember, I had the tips capped with cold iron, and he’s a fairy...

Emily: Oh, nice!

Gavin: I mean, technically, your side’s actions are over for the Round, but since you didn’t take an action, then sure, you can go at the end, after everyone else. Make an Attack Roll.

James: <Picks up the d20> Here we go...

Will Samwise defeat the already wounded elf knight? Will they escape with the baby Rosemary? Why did the Knight of the Goblin Rhymers want her? Fate and free will are mired in mystery when one wanders beneath the eaves of Dolmenwood...



Part Eight

Appendices

Mortals are a strange lot. They act as though they own both this world and whatever their religions say comes in the hereafter. They refuse to take the world as it is, always trying to bend it to their will, whether by the sword or by some elusive claims of universal truth. It's all quite comical watching them chase their own tails in the name of enlightenment. What fools these mortals be!"

—Twilight's-Last-Dreaming, elf bard

Dolmenwood Calendar

The reckoning by which the folk of Dolmenwood track the passing of time.

 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 dolmenwood.com.

THE YEAR

The common reckoning of time in Dolmenwood divides the year into 12 months of 7-day weeks and a total of 352 days. The lunar cycle is 29½ days, yielding precisely 12 lunar months per year.

Days of the week: Each week has 7 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: Each month contains 4 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, the names of their Wysendays, and the name given to the moon that waxes and wanes within each.

FEAST DAYS

A multitude of local festivities are celebrated in 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.

Festival of the Green Man (30th of Reedwryme, Druden Day): A relic of ancient worship in Dolmenwood. The Green Man was at one time honoured as King of the Wood. In modern times, that title is given to the Nag-Lord, 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.

MOON SIGNS (OPTIONAL RULE)

Characters born in the mortal world (i.e. mortals and demifey—excluding fairies such as elves and grimalkins) come inevitably under the sway of the moon's potent magical 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

Optionally, during character creation, roll on the *Moon Signs* table. The result indicates the moon and phase under which the character was born, along with the associated influence. Unless noted otherwise, the effects of a character's moon sign are permanent and unalterable.

MONTHS OF THE YEAR

#	Month	Season	Days	Wysendays	Moon
1	Grimvold	The onset of winter	30	Hanglemas, Dyboll's Day	Grinning moon
2	Lymewald	Deep winter	28	—	Dead moon
3	Haggryme	The fading of winter	30	Yarl's Day, The Day of Virgins	Beast moon
4	Symswald	The onset of spring	29	Hopfast	Squamous moon
5	Harchment	High spring	29	Smithing	Knight's moon
6	Iggwyld	The fading of spring	30	Shortening, Longshank's Day	Rotting moon
7	Chysting	The onset of summer	31	Bradging, Copsearrow, Chalice	Maiden's moon
8	Lillipythe	High summer	29	Old Dobey's Day	Witch's moon
9	Haelhold	The fading of summer	28	—	Robber's moon
10	Reedwryme	The onset of autumn	30	Shub's Eve, Druden Day	Goat moon
11	Obthryme	Deep autumn	28	—	Narrow moon
12	Braghold	The fading of autumn	30	The Day of Doors, Dolmenday	Black moon

MOON SIGNS

d100	Moon	Effect
01–03	Grinning (W)	50% chance of guardian undead ignoring the character's presence. (Though they act normally if provoked.)
04	Grinning (F)	+1 bonus to Saving Throws against the powers of undead monsters.
05–07	Grinning (w)	+1 Attack bonus against undead monsters.
08–10	Dead (W)	+1 bonus to Attack and Damage Rolls the Round after killing a foe.
11	Dead (F)	If killed by non-magical means, the character returns to life after 1 Turn with 1 Hit Point. Their Constitution and Wisdom are permanently halved (to a minimum score of 3). This supernatural avoidance of death only takes effect once ever.
12–14	Dead (w)	Undead monsters attack all others in the party before attacking the character.
15–17	Beast (W)	+2 bonus to Charisma (maximum 18) when interacting with dogs and horses.
18	Beast (F)	Wild animals attack all others in the party before attacking the character.
19–21	Beast (w)	+1 Attack bonus against wolves and bears.
22–24	Squamious (W)	Effects of poison are delayed by 1 Turn.
25	Squamious (F)	+2 bonus to Saving Throws against the breath attacks and magical powers of wyrms and dragons.
26–29	Squamious (w)	+1 Attack bonus against serpents and wyrms.
30–33	Knight's (W)	+2 bonus to Charisma (maximum 18) when interacting with nobles.
34	Knight's (F)	+1 AC bonus against attacks with metal weapons.
35–38	Knight's (w)	On a tied Initiative roll when in melee with knights or soldiers, the character acts first, as if they had won.
39–42	Rotting (W)	+2 bonus to Charisma (maximum 18) when interacting with sentient fungi.
43	Rotting (F)	+2 AC bonus against attacks by fungal monsters.
44–47	Rotting (w)	In the character's presence, fungal monsters suffer a -1 penalty to Attack and Damage Rolls.
48–51	Maiden's (W)	+2 bonus to Charisma (maximum 18) when interacting with demi-fey.
52	Maiden's (F)	+2 bonus to Saving Throws against charms and glamours.
53–56	Maiden's (w)	+1 bonus to Attack and Damage Rolls against shape-changers and those cloaked with illusions.
57–60	Witch's (W)	When the character receives magical healing, they gain 1 additional Hit Point. This applies at most once per day to each type of magical healing (e.g. specific spell, Class trait, potion, etc.).
61	Witch's (F)	+1 bonus to Saving Throws against holy magic.
62–65	Witch's (w)	+1 bonus to Attack Rolls against witches and holy spell casters.
66–69	Robber's (W)	+2 bonus to Charisma (maximum 18) when interacting with Chaotic mortals.
70	Robber's (F)	+1 AC bonus against attacks by Chaotic mortals, fairies, or demi-fey.
71–74	Robber's (w)	+1 Attack bonus against Chaotic mortals, fairies, and demi-fey.
75–78	Goat (W)	+2 bonus to Charisma (maximum 18) when interacting with breggles (including crookhorns).
79	Goat (F)	Breggles (including crookhorns) attack all others in the party before attacking the character.
80–83	Goat (w)	+1 Attack bonus against breggles (including crookhorns).
84–87	Narrow (W)	+2 bonus to Charisma (maximum 18) when interacting with fairies, but suffer a -1 penalty to all Saving Throws against fairy magic.
88	Narrow (F)	If the character is afflicted by a curse or a <i>Geas</i> spell, there is a 1-in-4 chance of the caster also being affected by their own magic.
89–92	Narrow (w)	+1 Attack bonus against fairies and demi-fey.
93–96	Black (W)	+1 bonus to Search Checks to find secret doors.
97	Black (F)	+2 bonus to AC and Saving Throws when surprised.
98–00	Black (w)	+2 bonus to Saving Throws versus illusions and glamours.

(W): Waxing moon. (F): Full moon. (w): Waning moon.



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 south-eastern 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 presiding over a great realm. It is known that the 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 north-eastern end of the Groaning Loch.

Head: The nobles of this house share rulership on a sporadically rotating basis. The current ruler, Edwin Guillefer, is a poet and harpist, and 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.



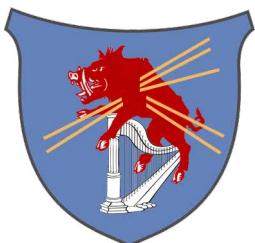
HOUSE HARROWMOOR

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 south-western 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 south-east 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.



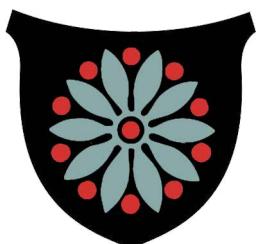
HOUSE MALBLEAT

Alignment: Chaotic.

Domain: The eastern portion of the High Wold region in the south-east of Dolmenwood, encompassing the towns of Lankshorn and Dreg.

Seat: Redwraith Manor, located in the woods four miles north of Lankshorn.

Head: Lord Gryphius Malbleat, longhorn breggle. 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: Bogwitt Manor, located in the south-eastern corner of Dolmenwood.

Head: Lady Pulsephine Mulbreck. A reclusive 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.



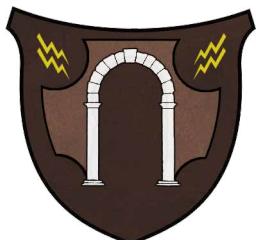
HOUSE MURKIN

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, a boorish and cruel-tempered man of mixed breggle/human parentage. Murkin's only passions are conquest and military dominance.



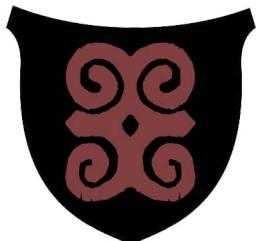
HOUSE NODLOCK

Alignment: Neutral.

Domain: A small pocket of pasture and woodland at the far south-western tip of Dolmenwood, within the Barony of the High Wold.

Seat: Nodding Castle, located on the south-western 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 south-western verge, within the Barony of the High Wold.

Seat: Castle Everdusk, located two miles into the woods in the High Wold region in the south-east of Dolmenwood.

Head: Lord Shadgore Ramius, longhorn breggle. A brilliant mind, known for his subtle strategies and far-reaching ambition. Resents the meddling Baron Hogwarsh for granting his younger half-brother, Lord Malbleat, dominion over much of the High Wold.

Religion in Dolmenwood

The faiths and spiritual practices of the mortal folk of Dolmenwood.

Religious practices play a daily role in the lives of many among the mortal Kindreds of Dolmenwood. An overview of the religious beliefs of humans, breggles, and mosslings is presented here.

PLURITINE CHURCH

The dominant religion in Dolmenwood, sanctioned as the official religion of the Duchy of Brackenwold. Most humans in Dolmenwood are adherents of the Church, to one degree or another.

Deities: A nameless, male god, only referred to by the epithet “the One True God.” God’s true name is regarded as ineffable. Daily practice focuses on venerating the host of saints—exalted people who performed mighty and miraculous deeds in the service of the Church, now said to act as intermediaries between mortals and God.

Origin: The Pluritine Church originated 1,600 years ago, in a land far from Dolmenwood, when the five prophets (Ogrimund, Hogrish, Elidine, Lacrimyde, and These) received a vision of the cosmos and the struggle of all living beings. The prophets travelled the world to spread word of their vision—that the gods of all religions are falsely named aspects of One True God, who should not be named or depicted. After 17 years of proselytising, the prophets ascended to heaven without knowing mortal death.

Cosmology: The Church teaches that God created the mortal world, the paradisical realm of heaven, and the accursed realm of hell. He populated the mortal world with humans, other mortal Kindreds, and animals. He created angels to serve Him in heaven and devils to torment the damned in hell. Lastly, God created the world of Fairy to demonstrate the folly of life without faith and salvation.

Tenets: Depiction or naming of God is heresy. Sentient life is sacred and must be protected and nurtured. Evil deeds are to be punished, but free will is fundamental. Each individual must be free to choose a life of evil (and eternal damnation in hell) or good (and eternal reward in heaven).

Pluritine Church Hierarchy

The major hierarchical ranks within the Church are as follows, along with the Levels of PC clerics/friars regarded as being of roughly equivalent rank.

Archbishop: Per land.

Bishop: Per major region of each land.

Commander: Three (one per Holy Order) under each bishop. Level 10+ PCs.

Abbot / Archdeacon: Per abbey or city. Level 6+ PCs.

Vicar: Per settlement. Level 3+ PCs.

Curate: Several serve each vicar. Level 1+ PCs.

Practices: Daily prayer to a patron saint. Weekly visits to church for communal prayer (traditionally on Sunning). Pilgrimage to cathedrals or holy sites.

Holy symbols: A circle with five rays descending from it, representing God and the five prophets. This symbol is known as the *Chapes*. Symbols of the three clerical orders (*p61*) and effigies of individual saints are also common.

Holy texts: The most holy text—known as the *Pragmaphon*—recounts the visions, lives, and apocalyptic prophecies of the five prophets. Lesser bodies of text also exist around most of the saints, recounting their deeds and teachings.

Membership: The Church has a strict hierarchy of priesthood—see *Pluritine Church Hierarchy*. Clerics and friars serve the Church in wild and dangerous lands.

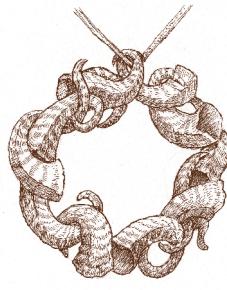
Relationships: While all Kindreds are welcomed into the faith, most adherents and officials are humans. The Pluritine Church, prevalent in many human domains beyond Dolmenwood, is a monotheistic, evangelistic religion that seeks to convert all to its faith. While usually undertaken with compassion, this urge to convert others has historically led to conflict (sometimes bloody) with other religions and nations. This, in turn, has led to the persecution of adherents of the Pluritine Church in certain lands.



Pluritine Church holy symbol



Gwyrae holy symbol



Audfrengd Hlerr holy symbol



Mogha holy symbol

GWYRAE

The old religion of the human folk of Dolmenwood, before the arrival of the Pluritine Church (around 1,200 years ago) largely swept it away. Gwyrae is an Old Woldish word meaning “sacred glade.”

Deities: A pantheon consisting of dozens of deities—called Wood Gods—of greater or lesser importance. They are regarded as manifestations of the spirit of Dolmenwood. In modern times, the Green Man—god of feast, ale, revelry, and hunting—is the only Wood God that remains prominent in folkloric memory.

Origin: Lost to time.

Cosmology: Remnants of Gwyrae mythology can be found in local folk belief in Dolmenwood. For example, locals still speak of a “world tree” on which all known realms of existence are placed, with Fairy as the tree’s root. Belief in reincarnation into plants or animals also lingers in folklore.

Tenets: Lost to time.

Practices: A number of folk practices in Dolmenwood can perhaps be traced back to Gwyrae: for example, the belief in a state of merry inebriation as a means of communion with greater powers.

Holy symbols: The symbol of the Green Man—a cruciform oak—can still be spied carved on old buildings or in graveyards that were appropriated by the Pluritine Church. In ancient times, adherents would wear cruciform or Y-shaped pendants of oak wood or root, but such symbols are seldom seen in the present day.

Holy texts: None known.

Membership: It is said that the witches of Dolmenwood still worship the old gods in secret.

Relationships: The Pluritine Church suppresses any remnants of Gwyrae. Otherwise, as a virtually dead religion, it has little contact with other faiths or folk.

AUD FRENGD HLERR

The system of ancestor worship practiced among breggles. The name roughly translates as “praising the ancestors.”

Deities: None. A multitude of ancestors are venerated, ranging from personal family members to great heroes of myth. The semi-mythical ancestor Hraigl is commonly revered, as mother of the longhorn noble houses.

Origin: The practice of revering ancestors originates in the Passions of Ghrygaile—the tale of an ancient breggle warrior-chieftain who attributed his glory in battle to the aid of his ancestors, who fought by his side.

Cosmology: Aud frengd Hlerr teaches that the world (this includes Fairy) is a testing ground. Individuals who prosper and honour their families gather in an afterlife of eternal feasting, along with their ancestors. Those who lead craven or spiritless lives enter a dismal realm of torment where their souls are annihilated by gnawing worms.

Tenets: Honouring and furthering the position of ones family is utmost. Personal misdeeds can be redeemed by sufficient propitiation of the ancestors.

Practices: Daily prayer to ancestors. Occasional sacrifices of valuables to ancestors. Pilgrimages to the graves of venerated ancestors.

Cults of the Nag-Lord

According to rumour, cults venerating the wicked Nag-Lord have begun to spring up in the wild places of Dolmenwood. It is said that crookhorns, monsters, and even corrupted humans gather to worship the twisted King of the Wood and further his evil plans.

Holy symbols: A ring of horns, often those of honoured ancestors.

Holy texts: The Hlerrllaindr—a set of books recounting the deeds of the most esteemed breggles.

Membership: Most breggles practice Aud frengd Hlerr. There is no formal priesthood.

Relationships: Breggles regard Aud frengd Hlerr as a philosophy of living, rather than a religion per se. It is not contradictory to also follow another religion, for example the Pluritine Church. The cosmology of Aud frengd Hlerr is broadly compatible with that of the Church.

MOGBA

The traditional religious practices of the mosslings of Dolmenwood, called Mogba in their own language (meaning something like “holy decay”).

Deities: A multitude of deities of the deep forest and fecund underworld, too numerous to list in full. Each settlement has its own local deity, and many homes have their own god of the cauldron, trough, or compost heap. All are regarded as inhabiting the mortal world as divine siblings, part of a pantheon. Some of the most widely known deities are Mbombre (the clay god), Blosquom (fungal god of the village of Orbswallow), and Splobgra (the worm god).

Origin: Mogba goes back to the unrecorded mists of time in Dolmenwood. Mossling mythology does not speak of a founder of the religion.

Cosmology: Visions sent by the Mogba deities reveal that the world sits atop a cosmic puffball on the back of a toad named Hwogra. At the end of time, the puffball will explode, releasing the spores of the next cosmic cycle.

Tenets: The cycles of nature are sacrosanct, especially those around ageing, death, and decay into the soil. Individuals are but temporary manifestations of the whims of the soil. The unfathomable mystery of life is to be savoured.

Practices: Psychedelic communion with the Mogba deities. Questing to consult with mould oracles. Fertilising sacred plants with the compost of beloved ancestors.

Holy symbols: A toadstool with one or more eyes.

Holy texts: The evolving body of myths and legends known as Hwogm is primarily passed down orally, but the mould oracles do maintain written copies of various vintages.

Membership: Mould oracles act as hermit-priests and spiritual guides. Otherwise, there is no formal religious structure.

Relationships: Mogba is virtually unknown to other Kindreds and the religion has nothing to say on the subject of the religions of other folk.

Breggle Kindred-Class

Goat-headed folk whose horn length indicates their social standing.

Prime Abilities	Intelligence and Strength
Hit Points	1d6 per Level, +2 after Level 10
Combat Aptitude	Martial
Armour	Any, including shields
Weapons	Any
Native Languages	Woldish, Gaffe, Caprice

Breggle adventurers are capable combatants, wielding both weapons of steel and their natural horns with precision. At higher Levels, they also gain magical aptitude, including the ability to cast arcane spells.

Starting Equipment

Armour (roll 1d6): 1. Leather armour. 2. Leather armour + shield. 3. Chainmail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Dagger. 2. Longsword. 3. Mace. 4. Shortbow + 20 arrows. 5. Shortsword. 6. Spear.

Playing a Kindred-Class

Some players prefer the option of a simple archetype for non-human Kindreds, for example playing a breggle as opposed to a breggle bard or a breggle knight. If this option is preferred, the player should ignore the Kindred traits presented on p32. The character *only* has the traits listed here.

ARCANE MAGIC

Upon attaining longhorn status (from Level 4), breggles begin to study arcane magic. See *Arcane Magic*, p78 for full details on arcane magic, including learning spells, spell memorisation, and the list of spells that breggles can learn.

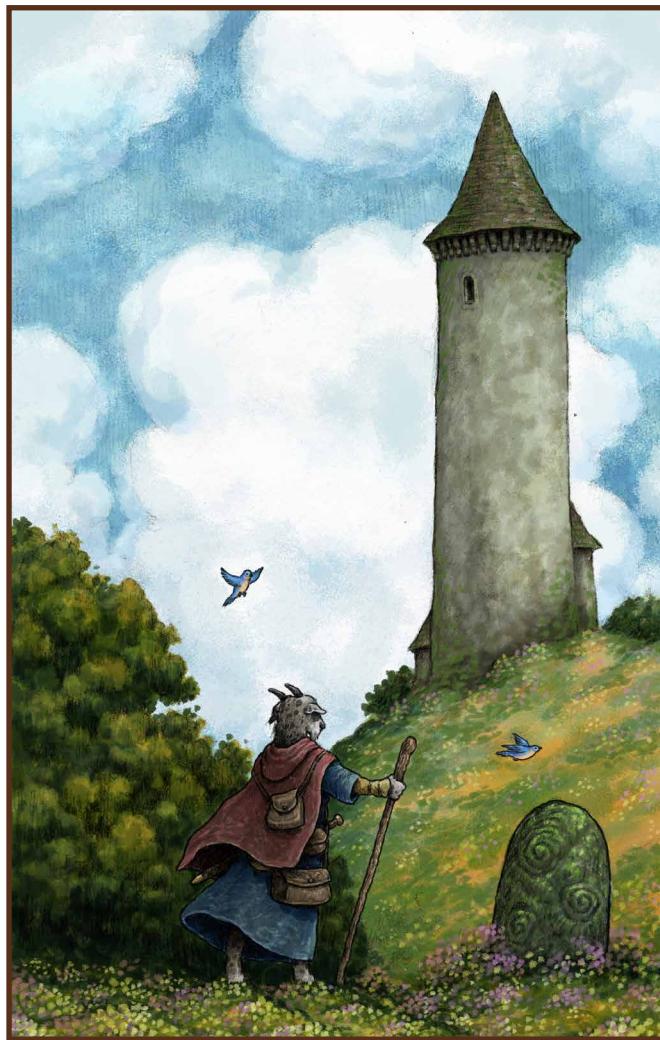
Spell casting: The *Breggle Spells Per Day* table shows the number of spells a breggle may memorise, determined by the character's Level. For example, a Level 6 breggle may memorise at most two Rank 1 spells and one Rank 2 spell.

Learning spells: A longhorn does not automatically know any spells and must learn spells from a mentor, from discovered spell books, or by research.

Using magic items: Breggles of Level 4 or higher can use magic items that may only be used by arcane spell-casters (for example, magic scrolls of arcane spells).

BREGGLE SPELLS PER DAY

Level	Spell Rank				
	1	2	3	4	5
1	—	—	—	—	—
2	—	—	—	—	—
3	—	—	—	—	—
4	1	—	—	—	—
5	2	—	—	—	—
6	2	1	—	—	—
7	2	2	—	—	—
8	2	2	1	—	—
9	3	2	2	—	—
10	3	2	2	1	—
11	3	3	2	2	—
12	3	3	2	2	1
13	4	3	3	2	2
14	4	3	3	2	2
15	4	4	3	3	2



BREGGLE ADVANCEMENT

Level	XP	Hit Points	Attack	Gaze	Save Targets				
					Doom	Ray	Hold	Blast	Spell
1	0	1d6	+1	-	12	13	14	15	16
2	2,000	+1d6	+1	-	12	13	14	15	16
3	4,000	+1d6	+2	-	11	12	13	14	15
4	8,000	+1d6	+3	1/day	10	11	12	13	14
5	16,000	+1d6	+3	1/day	10	11	12	13	14
6	32,000	+1d6	+4	2/day	9	10	11	12	13
7	64,000	+1d6	+5	2/day	8	9	10	11	12
8	128,000	+1d6	+5	3/day	8	9	10	11	12
9	260,000	+1d6	+6	3/day	7	8	9	10	11
10	380,000	+1d6	+7	4/day	6	7	8	9	10
11	500,000	+2	+7	4/day	6	7	8	9	10
12	620,000	+2	+8	4/day	5	6	7	8	9
13	740,000	+2	+9	5/day	4	5	6	7	8
14	860,000	+2	+9	5/day	4	5	6	7	8
15	980,000	+2	+10	5/day	3	4	5	6	7

FUR

A breggle character's thick, woolly fur grants them +1 AC when unarmoured or wearing Light armour.

GAZE

Upon attaining longhorn status (from Level 4), a breggle character can use their gaze to charm humans and shorthorns into obeisance.

Activating: The longhorn must gaze intently at an individual human or shorthorn.

Effect: If the target fails a **Save Versus Spell**, they are charmed to view the longhorn character with awe and respect. While charmed, the target is unable to harm the longhorn, either directly or indirectly.

Duration: Until sunrise the following day.

Resisting: The holy spell *Mantle of Protection* counters a longhorn's gaze.

Usage frequency: A longhorn may use their gaze a limited number of times per day, depending on their Level—see the **Breggle Advancement** table. The gaze may be used on a specific subject at most once a day.

HORNS

Breggles may make a melee attack with their horns instead of a weapon. The damage inflicted increases with Level, as indicated in the **Breggle Horns** table.

Horn Length and Social Standing

A breggle character begins play as a commoner of the shorthorn caste aspiring to improve their lot in life. As they advance in Level, gaining experience, wealth, and renown, their horns grow (see the **Breggle Horns** table).

Longhorn Status

Upon reaching Level 4, a breggle character's horns have grown to the point that the character is recognised as a longhorn.

BREGGLE HORNS

Level	Length	Damage
1	1"	1d4
2	2"	1d4
3	3"	1d4 + 1
4	4"	1d4 + 1
5	6"	1d4 + 1
6	8"	1d6
7	10"	1d6
8	12"	1d6
9	14"	1d6 + 1
10+	16"	1d6 + 2



Elf Kindred-Class

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

Prime Abilities	Charisma and Strength
Hit Points	1d6 per Level, +1 after Level 10
Combat Aptitude	Martial
Armour	Any, including shields
Weapons	Any
Native Languages	Woldish, Sylvan, High Elfish

Elves are powerful warriors who, as natives of Fairy, are blessed with innate talents 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 Fairy.

Starting Equipment

Armour (roll 1d6): 1. Leather armour. 2. Leather armour + shield. 3. Chainmail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Dagger. 2–3. Longsword. 4–5. Shortbow + 20 arrows. 6. Shortsword.

ELF SKILLS

Elves have a Skill Target of 5 for Listen and Search. They also have one additional, specialised skill. The *Elf Skill Targets* table lists the character's Skill Targets as they advance in level.

Detect Magic

An elf can attempt to detect the subtle resonances that are woven into an enchanted object, place, or creature. If the attempt succeeds, the elf knows if the object, place, or creature being focussed on is magical—i.e. enchanted, affected by a spell, or possessed of innate magic of some kind.

Requirements: The elf must touch the object, place, or creature to be analysed and must be able to concentrate without distraction.

Time: Each attempt to detect magic requires 1 Turn.

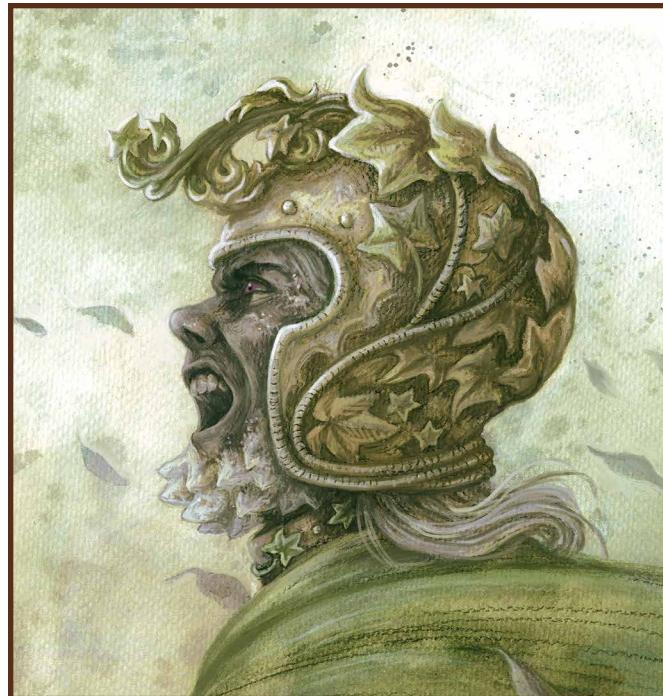
Retrying: The elf may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Referee rolls: The Referee rolls all **Detect Magic Checks**, so that players do not know if the roll failed or if there is no magic present.

Downtime: Given an hour of solitude in a safe location, an elf can automatically detect magic on an object, place, or creature.

Playing a Kindred-Class

Some players prefer the option of a simple archetype for non-human Kindreds, for example playing an elf as opposed to an elf enchanter or an elf thief. If this option is preferred, the player should ignore the Kindred traits presented on p36. The character *only* has the traits listed here.



ELF SKILL TARGETS

Level	Detect Magic	Level	Detect Magic
1	5	6	4
2	5	7	3
3	5	8	3
4	5	9	2
5	4	10+	2

FAIRY RUNES

Elves are granted the use of *fairy runes*—the secret, magical sigils guarded by the rulers of Fairy. As a character advances, fairy nobles may be drawn by the elf's great deeds and grant new runes. See *Fairy Magic*, p92 for details on the fairy runes.

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

Subsequent Levels: Each time the character gains a Level, the player should roll for the chance of acquiring a new rune. See *Learning Runes*, p92.

ELF ADVANCEMENT					Save Targets				
Level	XP	Hit Points	Attack	Glamours	Doom	Ray	Hold	Blast	Spell
1	0	1d6	+1	1	11	12	13	16	14
2	3,500	+1d6	+1	2	11	12	13	16	14
3	7,000	+1d6	+2	3	10	11	12	15	13
4	14,000	+1d6	+3	3	9	10	11	14	12
5	28,000	+1d6	+3	4	9	10	11	14	12
6	56,000	+1d6	+4	5	8	9	10	13	11
7	112,000	+1d6	+5	6	7	8	9	12	10
8	224,000	+1d6	+5	6	7	8	9	12	10
9	450,000	+1d6	+6	7	6	7	8	11	9
10	620,000	+1d6	+7	7	5	6	7	10	8
11	790,000	+1	+7	8	5	6	7	10	8
12	960,000	+1	+8	8	4	5	6	9	7
13	1,130,000	+1	+9	9	3	4	5	8	6
14	1,300,000	+1	+9	9	3	4	5	8	6
15	1,470,000	+1	+10	10	2	3	4	7	5

GLAMOURS

Elves possess minor magical talents known as *glamours* (see p94). The number of glamours known is determined by the character's level as shown in the *Elf Advancement* table. Known glamours are determined randomly.

IMMORTALITY

Elves can be killed but do not die naturally. They are immune to diseases of non-magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them desperate and sadistic (see p153).

MAGIC ITEMS

Elves have a natural affinity for the arcane and are able to use magic items that may only be used by arcane spell-casters (for example, magic scrolls of arcane spells).

RESISTANCE TO DIVINE AID

The saints of the Pluritine Church are loath to aid those allied with the godless world of Fairy. If an elf is the subject of a beneficial holy spell, there is a 2-in-6 chance of it having no effect.

UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful by mortal standards. When interacting with mortals, an elf gains a +2 bonus to Charisma (to a maximum of 18).

VULNERABLE TO COLD IRON

As fairies, cold iron weapons inflict +1 damage on elves. (e.g. a cold iron shortsword would inflict 1d6+1 damage on an elf, rather than the standard 1d6).



Grimalkin Kindred-Class

Mercurial feline fairies who shift between three different forms.

Prime Abilities	Dexterity
Hit Points	1d6 per Level, +1 after Level 10
Combat Aptitude	Semi-martial
Armour	Any, including shields
Weapons	Small and Medium
Native Languages	Woldish, Mewl

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

Starting Equipment

Armour (roll 1d6): 1. Leather armour. 2. Leather armour + shield. 3. Chainmail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Club. 2. 3 daggers. 3. Sling + 20 stones. 4. Shortbow + 20 arrows. 5–6. Shortsword.

ARMOUR TAILORING

Armour must be tailored to grimalkins' small size (see *Tailoring Armour*, p119).

DEFENSIVE BONUS

In melee with Large creatures, grimalkins gain a +2 Armour Class bonus, due to their small size.

EATING GIANT RODENTS

After spending 1 Turn devouring a freshly killed giant rodent, a grimalkin heals 1 Hit Point.

Fur Balls (Thrice a Day)

During the day after eating a giant rodent, a grimalkin may sacrifice 1 Hit Point to spew up a violent stream of congealed fur, spittle, and bone. All creatures in a 30' line suffer 1d6 damage (**Save Versus Blast** for half).



Playing a Kindred-Class

Some players prefer the option of a simple archetype for non-human Kindreds, for example playing a grimalkin as opposed to a grimalkin bard or a grimalkin hunter. If this option is preferred, the player should ignore the Kindred traits presented on p40. The character *only* has the traits listed here.

GLAMOURS

Grimalkins possess minor magical talents known as *glamours* (see p94). The number of glamours known is determined by the character's level as shown in the *Grimalkin Advancement* table. Known glamours are determined randomly.

GRIMALKIN SKILLS

Grimalkins have a Skill Target of 5 for Listen. They also have one additional, specialised skill. The *Grimalkin Skill Targets* table lists the character's Skill Targets as they advance in Level.

Pick Lock

A successful check allows a grimalkin to open a lock without the key. Thieves' tools are required for picking locks (see *Adventuring Gear*, p116).

Time: Each attempt to pick a lock requires 1 Turn.

Retrying: The grimalkin may retry failed attempts as often as they wish, each attempt requiring an additional 1 Turn.

Difficult locks: The Referee may rule that certain locks are more difficult. These may incur a penalty to the **Pick Lock Check** or only allow a fixed number of attempts, after which the grimalkin is stymied and can only try to pick the lock again after gaining a Level.

GRIMALKIN SKILL TARGETS

Level	Pick Lock	Level	Pick Lock
1	6	6	4
2	6	7	3
3	5	8	3
4	5	9	2
5	4	10+	2

IMMORTALITY

Grimalkins can be killed but do not die naturally. They are immune to diseases of non-magical origin. Grimalkins also cannot die of thirst or starvation, though a lack of sustenance drives them desperate and sadistic (see p153).

GRIMALKIN ADVANCEMENT

Level	XP	Hit Points	Attack	Glamours	Save Targets				
					Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	1	11	11	13	15	14
2	2,500	+1d6	+0	2	11	11	13	15	14
3	5,000	+1d6	+1	3	10	10	12	14	13
4	10,000	+1d6	+1	3	10	10	12	14	13
5	20,000	+1d6	+2	4	9	9	11	13	12
6	40,000	+1d6	+2	5	9	9	11	13	12
7	80,000	+1d6	+3	6	8	8	10	12	11
8	160,000	+1d6	+3	6	8	8	10	12	11
9	320,000	+1d6	+4	7	7	7	9	11	10
10	450,000	+1d6	+4	7	7	7	9	11	10
11	580,000	+1	+5	8	6	6	8	10	9
12	710,000	+1	+5	8	6	6	8	10	9
13	840,000	+1	+6	9	5	5	7	9	8
14	970,000	+1	+6	9	5	5	7	9	8
15	1,100,000	+1	+7	10	4	4	6	8	7

SHAPE-SHIFTING

A grimalkin can spend 1 Round to transform into either a fat domestic cat (*chester*) or a primal fey form (*wilder*).

Capabilities: When transformed, a grimalkin cannot wield weapons, pick locks, or use glamours.

Equipment: All gear carried is optionally transformed with the character, reappearing when they return to humanoid form.

Chester (Unlimited Usage)

Combat: The character has Armour Class 12, Speed 30, and may make a bite and two claw attacks each Round. Each attack inflicts 1 point of damage.

Speech: The character can understand language, but can only respond in wordless yowls and meows.

Changing back: Takes 1 Round. Only possible when the grimalkin is unobserved by any other sentient being.

Wilder (Once a Day)

Entering wilder: A grimalkin may only transform into wilder when in melee and at less than half of their maximum Hit Points. On entering wilder, the character heals 2d6 Hit Points.

Near-invisible: Only the grimalkin's deranged eyes are visible. Opponents who cannot see the invisible suffer a -2 penalty to Attack Rolls against the grimalkin. Those who can see the invisible discern a bulky feline form, 3' high, with a leering grin and fur standing electrified on end.

Combat: The character has Armour Class 13, Speed 30, and may make a bite and two claw attacks each Round, with a +2 bonus to Attack Rolls. Each attack inflicts 1d4 damage.

Fey chaos: The grimalkin cannot distinguish friend from foe, indiscriminately attacking the nearest creature.

After 2d4 Rounds: The grimalkin instantly returns to their humanoid (estrays) form.

VULNERABLE TO COLD IRON

As fairies, cold iron weapons inflict +1 damage on grimalkins. (e.g. a cold iron shortsword would inflict 1d6+1 damage on a grimalkin, rather than the standard 1d6).



Mossling Kindred-Class

Gnarled, woody humanoids whose fertile flesh hosts mosses, moulds, and fungi.

Prime Abilities	Constitution and Wisdom
Hit Points	1d6 per Level, +2 after Level 10
Combat Aptitude	Semi-martial
Armour	Any, including shields
Weapons	Small and Medium
Native Languages	Woldish, Mulch

Mossling adventurers have a number of useful capabilities related to fungi and possess minor magical talents known as *knacks*.

Starting Equipment

Armour (roll 1d6): 1. Leather armour. 2. Leather armour + shield. 3. Bark armour. 4. Bark armour + shield. 5. Pinecone armour. 6. Pinecone armour + shield.

Weapons (roll 1d6 twice): 1. Club. 2. Dagger. 3. Sling + 20 stones. 4. Shortbow + 20 arrows. 5–6. Shortsword.



Playing a Kindred-Class

Some players prefer the option of a simple archetype for non-human Kindreds, for example playing a mossling as opposed to a mossling fighter or a mossling hunter. If this option is preferred, the player should ignore the Kindred traits presented on p48. The character *only* has the traits listed here.



ARMOUR

Armour must be tailored to mosslings' small size (see *Tailoring Armour*, p119). Mosslings prefer non-metal armour, and manufacture special suits of armour from hardened bark and pinecones.

FUNGAL SYMBIOSIS

From Level 4, a mossling may spend 1 Turn to attempt to enter into a symbiotic agreement with a non-hostile monstrous fungus.

Level limit: The fungus must be at least 3 Levels lower than the mossling. For example, a Level 6 mossling is limited to symbiosis with fungi of Level 3 or lower.

Chance of success: To determine whether the symbiosis is successful, the mossling must **Save Versus Spell**. If the save succeeds the symbiotic pact is agreed.

Once per fungus: Entering into a symbiotic agreement may be attempted only once per fungus.

Successful symbiosis: Spores from the fungus infest the mossling's body, blooming after 1d4 days into fungal growths riddled throughout their skin and organs. The mossling may subsequently activate any special trait or power of the fungus up to once a day per 2 Levels (e.g. up to 4 times a day at Level 8). Any special attack or defence forms of the fungus may be activated, including magical powers. The mossling is immune to any harmful effects.

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 (e.g. the holy spell *Cure Affliction*).

MOSSLING ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	8	9	10	13	12
2	2,200	+1d6	+0	8	9	10	13	12
3	4,400	+1d6	+1	7	8	9	12	11
4	8,800	+1d6	+1	7	8	9	12	11
5	17,600	+1d6	+2	6	7	8	11	10
6	35,200	+1d6	+2	6	7	8	11	10
7	70,400	+1d6	+3	5	6	7	10	9
8	140,800	+1d6	+3	5	6	7	10	9
9	280,000	+1d6	+4	4	5	6	9	8
10	400,000	+1d6	+4	4	5	6	9	8
11	520,000	+2	+5	3	4	5	8	7
12	640,000	+2	+5	3	4	5	8	7
13	760,000	+2	+6	2	3	4	7	6
14	880,000	+2	+6	2	3	4	7	6
15	1,000,000	+2	+7	2	2	3	6	5

MOSSLING SKILLS

Mosslings have a Skill Target of 5 for Survival when foraging.

KNACKS

Mosslings practice carefully guarded, quasi-magical crafts known as *knacks*. Each mossling knows one knack, rolled or chosen at character creation. See *Mossling Knacks*, p112.

RESILIENCE

Mosslings are hardy and resilient like the gnarled bole of an old tree, as indicated by their saving throws. Mosslings gain an additional +2 bonus to Saving Throws against fungal spores or poisons.

SYMBIOTIC FLESH

As a mossling ages, their dank, fertile flesh picks up seeds and spores which germinate into symbiotic plants and fungi. At each Level (including Level 1), the character acquires a random trait from the *Symbiotic Flesh* table. Duplicates may be re-rolled or taken to indicate an amplification of the trait.

SYMBIOTIC 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 | Growth 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 | Semi-sentient mushroom growing from top of head. |



Woodgrue Kindred-Class

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

Prime Abilities	Charisma and Dexterity
Hit Points	1d6 per Level, +1 after Level 10
Combat Aptitude	Semi-martial
Armour	Any, including shields
Weapons	Small and Medium
Native Languages	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.

Starting Equipment

Armour (roll 1d6): 1. Leather armour. 2. Leather armour + shield. 3. Chainmail. 4. Chainmail + shield. 5. Plate mail. 6. Plate mail + shield.

Weapons (roll 1d6 twice): 1. Club. 2. 3 daggers. 3. Hand axe. 4. Shortbow + 20 arrows. 5. Shortsword. 6. Sling + 20 stones.

Class items: Musical instrument (wind).

Playing a Kindred-Class

Some players prefer the option of a simple archetype for non-human Kindreds, for example playing a woodgrue as opposed to a woodgrue bard or a woodgrue thief. If this option is preferred, the player should ignore the Kindred traits presented on p52. The character *only* has the traits listed here.

ARMOUR TAILORING

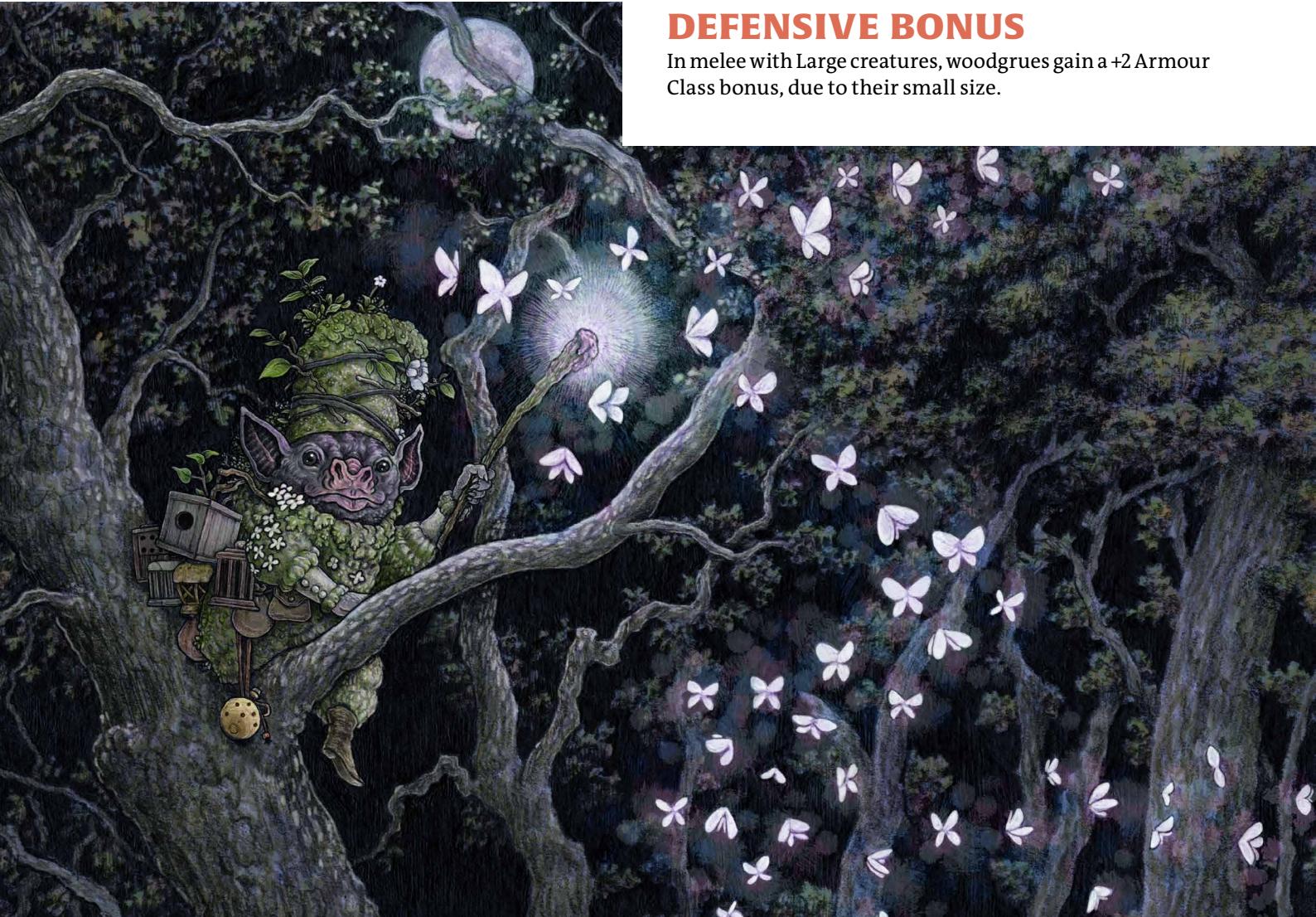
Armour must be tailored to woodgrues' small size (see *Tailoring Armour*, p119).

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 Spell** (but feel drained and downtrodden for the length of the engagement).

DEFENSIVE BONUS

In melee with Large creatures, woodgrues gain a +2 Armour Class bonus, due to their small size.



WOODGRUE ADVANCEMENT

Level	XP	Hit Points	Attack	Save Targets				
				Doom	Ray	Hold	Blast	Spell
1	0	1d6	+0	13	12	14	16	14
2	2,000	+1d6	+0	13	12	14	16	14
3	4,000	+1d6	+1	12	11	13	15	13
4	8,000	+1d6	+1	12	11	13	15	13
5	16,000	+1d6	+2	11	10	12	14	12
6	32,000	+1d6	+2	11	10	12	14	12
7	64,000	+1d6	+3	10	9	11	13	11
8	128,000	+1d6	+3	10	9	11	13	11
9	260,000	+1d6	+4	9	8	10	12	10
10	380,000	+1d6	+4	9	8	10	12	10
11	500,000	+1	+5	8	7	9	11	9
12	620,000	+1	+5	8	7	9	11	9
13	740,000	+1	+6	7	6	8	10	8
14	860,000	+1	+6	7	6	8	10	8
15	980,000	+1	+7	6	5	7	9	7

MAD REVELRY

Once per day per Level, a woodgrue may play one of the enchanted melodies listed below on a wind instrument while hooting and dancing terribly.

Subjects: All living creatures within 30' (including allies) must **Save Versus Spell** or be afflicted by the melody. Fairies and demi-fey gain a +2 bonus to the Saving Throw.

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.

Disrupting: If the woodgrue is harmed or fails a Saving Throw, they stop playing. Subjects who are harmed or fail a Saving Throw likewise cease to be affected.

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 Armour Class, 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 a -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 over in a laughing fit.

Mount: Subjects attempt to mount nearby creatures, be they friend or foe, and ride them piggyback (**Save Versus Hold** to resist being mounted). Unaffected creatures may **Save Versus Hold** once per Round to buck off a rider.

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

MOON SIGHT

A woodgrue can see in darkness up to 60', viewing the world as though it glows in faint moonlight. This does not incur low light penalties (p150), but fine detail (e.g. writing) cannot be perceived.

MUSICAL INSTRUMENTS

A woodgrue can employ a musical instrument as a melee weapon, doing 1d4 damage.

VULNERABLE TO COLD IRON

As demi-fey, cold iron weapons inflict +1 damage on woodgrues. (e.g. a cold iron shortsword would inflict 1d6+1 damage on a woodgrue, rather than the standard 1d6).

WOODGRUE SKILLS

Woodgrues have a Skill Target of 5 for Listen. They also have one extra specialised skill. The **Woodgrue Skill Targets** table lists the character's Skill Targets as they advance in Level.

Stealth

Hiding: A woodgrue may make a **Stealth Check** to remain undetected when shadows are the only cover available. See **Hiding and Ambushes** under **Stealth**, p154.

Sneaking: If a Surprise Roll indicates that a woodgrue's party has been detected, the woodgrue may make a **Stealth Check** to remain undetected. See **Surprise**, p164 and **Sneaking** under **Stealth**, p154.

WOODGRUE SKILL TARGETS

Level	Stealth	Level	Stealth
1	6	6	4
2	6	7	3
3	5	8	3
4	5	9	2
5	4	10+	2

Thanks

Noble individuals whose support made this game possible.

 Dolmenwood has been many years in the making. Deepest gratitude to my wonderful wife and daughter, whose support has enabled seeds to grow into a bounteous forest. Endless thanks also to Noah Green, without whom the project would have foundered, and to everyone at Exalted Funeral, who ushered Dolmenwood into physical existence.

PATREON BACKERS

Thanks to all backers of the Dolmenwood Patreon, whose support and encouragement helped bring Dolmenwood into the world. Special thanks to Woodgrue tier backers, whose names are carven upon the Weirdstone:

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WRITING

Gavin Norman

All content in this book, except as noted otherwise.

Greg Gorgonmilk

Elements and original conception of grimalkins.

Amelia Luke

Some breggle trinkets. Elf trinkets. Mossling trinkets. Grimalkin trinkets. Woodgrue trinkets.

James Spahn

On Role-Playing Games. Example of Combat (with Gavin Norman). Chapter introduction quotes (except Classes).

Brian Yaksha

Woodgrues. Woodgrue male / female names. Some human surnames.

SETTING CONCEPTION

Dolmenwood was originally conceived by Gavin Norman and Greg Gorgonmilk in 2013. It was partially developed in the *Wormskin* zine (2015–2018), before being fully realised in the *Dolmenwood Player's Book*, *Dolmenwood Campaign Book*, and *Dolmenwood Monster Book*.

INSPIRATION

Thanks to the originators of early *Dungeons & Dragons*—Gary Gygax, Dave Arneson, John Eric Holmes, Tom Moldvay, Steve Marsh, Dave Cook, Frank Mentzer—upon whose work the rules of Dolmenwood are founded.

Thanks to Jeff Rients and Justin Alexander for the concept of the Dungeon Doom table (*p163*).

DOLMENWOOD

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- ▶ **4 kinds of magic:** mighty arcane workings, fairy glamours and runes, holy prayers to the saints, and the odd knacks of mosslings.
- ▶ **Flavourful equipment** with lists of adventuring gear, arms, mounts, hounds, tavern fare, beverages, pipeleafs, fungi, and herbs.
- ▶ **Complete game rules**, including easy-to-follow procedures for travel, camping, foraging, dungeon delving, encounters, combat, and downtime.

Core book 1 of 3. Referees also need the *Dolmenwood Campaign Book* and the *Dolmenwood Monster Book*.

Contains adult themes and elements of horror.
May not be suitable for children.

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GNOME**

PDF ISBN
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 **EXALTED
FUNERAL**





ADVENTURING GEAR

Item	Cost (gp)	Item	Cost (gp)	Item	Cost (gp)
Backpack	4	Fishing rod and tackle	4	Paper or parch. (2 sheets)	1
Barrel	1	Grappling hook	20	Pole (10' long, wooden)	1
Bedroll	2	Habit, friar's	2	Quill	1
Bell (miniature)	1	Hammer (sledgehammer)	5	Rations (fresh, 1 day)	1
Belt pouch	1	Hammer (small)	2	Rations (preserved, 1 day)	2
Block and tackle	5	Holy symbol (gold)	100	Robes, ritual	10
Bucket	1	Holy symbol (silver)	25	Rope (50' long)	1
Caltrops (bag of 20)	1	Holy symbol (wooden)	5	Rope ladder (25' long)	5
Candles (10)	1	Holy water (vial)	25	Sack	1
Casket (iron, large)	30	Ink (vial)	1	Saw	1
Casket (iron, small)	10	Iron spikes (12)	1	Scroll case	1
Chain (10' long)	30	Lantern (bullseye)	10	Shovel	2
Chalk (10 sticks)	1	Lantern (hooded)	5	Spell book (blank)	100
Chest (wooden, large)	5	Lock	20	Tent	20
Chest (wooden, small)	1	Magnifying glass	3	Thieves' tools	25
Chisel	2	Manacles	15	Tinder box	3
Clothes, common	1	Marbles (bag of 20)	1	Torches (3)	1
Clothes, extravagant	100	Mining pick	3	Twine (100' ball)	1
Clothes, fine	20	Mirror (small)	5	Vial (glass)	1
Cooking pots	3	Musical instr. (stringed)	20	Waterskin	1
Crowbar	10	Musical instr. (wind)	5	Whistle	1
Firewood (8 hours)	1	Oil (flask)	1	Winter cloak	2

Italics: Only available in towns / cities.

WEAPONS

Weapon	Damage	Cost (gp)	Weight	Size
Battle axe	1d8	7	100	M
Club	1d4	3	20	M
Crossbow	1d8	30	50	M
Dagger	1d4	3	10	S
Hand axe	1d6	4	20	S
Lance	1d6	5	100	L
Longbow	1d6	40	40	L
Longsword	1d8	10	30	M
Mace	1d6	5	40	M
Polearm	1d10	7	140	L
Shortbow	1d6	25	20	M
Shortsword	1d6	7	20	M
Sling	1d4	2	10	S
Spear	1d6	3	30	M
Staff	1d4	2	40	M
Two-handed sword	1d10	15	140	L
War hammer	1d6	5	40	M

Size: Denotes which characters can use this type of weapon.

Cold iron weapons: Double cost, 2d6 days to craft.

Silver weapons: Ten times cost, 2d6 days to craft.

ARMOUR

Armour	Cost (gp)	AC	Weight	Bulk
Unarmoured	-	10	-	None
Leather	20	12	200	Light
<i>Bark</i>	30	13	300	Light
Chainmail	40	14	400	Medium
<i>Pinecone</i>	50	15	400	Medium
Plate mail	60	16	500	Heavy
Full plate	1,000	17	700	Heavy
Shield	10	+1	100	None

Italics: Usually only made and worn by mosslings.

Bulk: Denotes which characters can use this type of armour.

LODGINGS

Item	Cost		
	Poor	Com.	Fanc.
Bath in private room	-	5sp	4sp
Food: dessert	-	-	2gp
Food: main dish	1sp	3sp	2gp
Food: side dish	5cp	2sp	15sp
Lodging: common room floor, 1 night	2cp	5cp	-
Lodging: double room, 1 night	-	-	2gp
Lodging: private room, 1 night	-	8sp	1gp
Lodging: private suite, 1 night	-	-	5gp
Lodging: shared room (2 beds), 1 night	-	4sp	-
Lodging: shared room (4 beds), 1 night	2sp	-	-
Lodging: shared room (8 beds), 1 night	1sp	-	-
Personal services	-	-	1gp
Private dining room	-	-	1gp
Stabling and fodder, 1 night	2sp	4sp	6sp
Daily lifestyle expenses (optional)	5sp	2gp	10gp

Room costs: All costs are listed per person (i.e. not per room).

Lifestyle expenses: Include food and lodgings.

AMMUNITION

Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Crossbow bolts (case of 20)	10
Sling stones	Free

Singles: A single arrow costs 25cp and a single quarrel costs 5sp.

Coinage: 1pp = 5gp, 1gp = 10sp, 1gp = 100cp.

Pellucidium (fairy silver), gold, silver, copper pieces.

HORSES			
Item	Cost (gp)	Load	Type
Charger	250	4,000	War
Dapple-doff	40	5,000	Draft
Hop-clopper	80	5,000	Draft
Mule	30	2,500	Mule
Prigwort prancer	75	3,000	Riding
Yellow-flank	250	3,500	Riding

Load: The maximum amount of weight (in coins) the horse can carry at normal Speed. Horses can carry double the listed load at half Speed.

ACCESSORIES			
Item	Cost	Weight	
Feed (1 day)	5cp	100	
Horse barding (+2 AC)	150gp	600	
Saddle and bridle	25gp	300	
Saddle bags	5gp	100	

VEHICLES			
Vehicle	Cost (gp)	Speed	Cargo
Cart	100	30	10,000
Wagon	200	30	20,000

Cart: Requires 1 draft horse or 2 mules. Carries up to 20,000 coins with 2 draft horses or 4 mules.

Wagon: Requires 2 draft horses or 4 mules. Carries up to 40,000 coins with 4 draft horses or 8 mules.

CAMPING

Fetching firewood: 1d6 hours of wood per character, modified for conditions (e.g. damp: -1, snow: -2, heavy rain: -4).

Building a fire: 4-in-6 chance (or worse) in bad conditions.

Cooking: Wisdom Check. Success = +1 to sleep checks. Natural 1 = **Save Vs Doom** or food ruined.

Camaraderie: Charisma Check. Success = +1 to sleep checks. Natural 1 = **Save Vs Doom** or ridicule (-1 to sleep checks).

Sleep: Good night's rest depends on gear, campfire, and season. Success: heal 1 HP. Failure: exhausted (**p151**), 1-in-6 chance of failure to prepare each spell.

Surprise: Sleeping characters are automatically surprised.

COMMON FUNGI AND HERBS		
Type	Cost (gp)	Summary of Effect
Arrowhame	100	Save versus magical disease
Blood canker	50	Cures 1d3 HP; risk of losing 1 Con.
Bosun's balm	50	Reduces armour encumbrance
Fenob	40	Recover 1 HP overnight
Gillywort	50	Warns of poison in liquids
Grue's ear	200	Psychedelic; increases alertness
Hogscap	125	Psychedelic; detect magic
Lankswith	15	Cures common ailments
Lilywhite	25	+1 bonus to sleep checks
Marshwick	200	Save versus animal venom
Moonhaw	100	See in utter blackness
Ofteritch	150	Save versus botanical poison
Sallow parsley	80	Gain 2 extra HP from a day's rest
Smottlebread	25	Psychedelic; +2 to saves vs magic
Spirithame	80	Cures 1d2 Hit Points
Tom-a-merry	150	Psychedelic; see invisible
Wallowmost	150	Save versus fungal poison
Wayfarrow	100	Alleviates effects of forced march
Witch's oyster	50	Psychedelic; oracular vision
Wolfsbane	25	Wards against werewolves



TRAVEL, FINDING FOOD

Daily Travel Points: Party's Speed divided by 5.

Road travel: 2 Travel Points per 6 miles.

Wild travel: Entering a hex costs Travel Points. Farmland, open forest, fungal forest, hills: 2. Bog, hilly / tangled forest: 3. Boggy / craggy / thorny forest, swamp: 4.

Searching: Reveals hidden hex features. Costs Travel Points (equal to entering the hex).

Finding food: Survival Check. +2 if devoting a full day.

Fishing: Only possible in lake or river hexes. Requires rod and tackle. 2d6 fresh rations.

Foraging: 1d6 fresh rations plus chance of special.

Hunting: Fresh rations by animal Hit Points.

CALENDAR		
#	Month	Season
1	Grimvold	Winter
2	Lymewald	Winter
3	Haggryme	Winter
4	Symswald	Spring
5	Harchment	Spring
6	Iggwyld	Spring
7	Chysting	Summer
8	Lillipythe	Summer
9	Haelhold	Summer
10	Reedwryme	Autumn
11	Obthryme	Autumn
12	Braghold	Autumn

Days: 1. Colly, 2. Chime, 3. Hayme, 4. Moot, 5. Frisk, 6. Eggfast, 7. Sunning.

SETTLEMENTS			
#	Name	Size	Loc.
1	Blackeswell	Village	E
2	Castle Brackenwold	City	SE
3	Dreg	Village	S
4	Fort Vulgar	Hamlet	NW
5	High-Hankle	L Town	SW
6	Lankshorn	S Town	SW
7	Meagre's Reach	Village	NE
8	Odd	Village	N
9	Prigwort	S Town	C
10	Woodcutters' Enc.	Village	C

Population: Hamlet 20+, village 50+, Small town 1,000+, Large town 4,000+, City 8,000+.

#	House	Align	Region
1	Brackenwold	L	Entirety
2	Guillefer	N	North-east
3	Harrowmoor	L	Central
4	Hogwarsh	N	South-west
5	Malbleat	C	South
6	Mulbreck	L	South
7	Murkin	C	West
8	Nodlock	N	South-west
9	Ramius	N	South-west