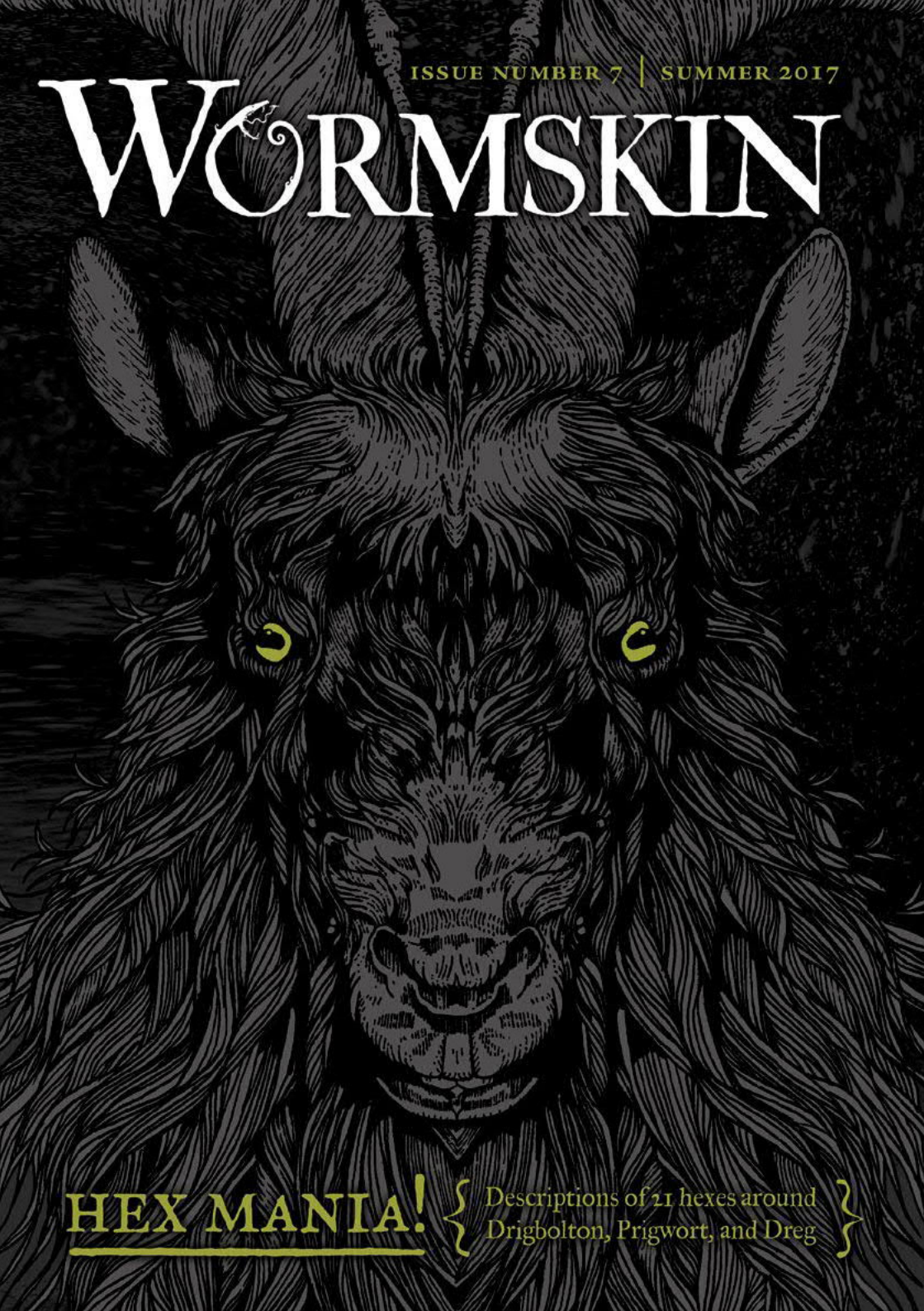


ISSUE NUMBER 7 | SUMMER 2017

# WORMSKIN



HEX MANIA! { Descriptions of 21 hexes around }  
Drigbolton, Prigwort, and Dreg }





# WORMSKIN

VOLUME I NUMBER 7  
SUMMER 2017

Norman & Gorgonmilk

---

*additional words*

Brian Richmond

---

*illustrations*

Courtney Campbell, Kelvin Green,  
Ian Hagan, Denis McCarthy,  
Thomas Novosel, Sean Poppe,  
Rory Walker and Andrew Walter

---

*layout & graphic design*

Matt Hildebrand

---

*cover goatman illustration*

Funeral French



# TABLE OF CONTENTS



Common Names in Dolmenwood <i>by Gavin Norman, Brian Richmond, and Greg Gorgonmilk</i>	2
Henchmen of Dolmenwood <i>by Gavin Norman and Brian Richmond</i>	8
Drigbolton and Surrounds <i>by Gavin Norman and Greg Gorgonmilk (hall of the fomorian, ruined cottage)</i>	18
East of Prigwort <i>by Gavin Norman</i>	27
From Lankshorn to Dreg <i>by Gavin Norman</i>	39
Monsters of the Wood <i>by Gavin Norman (woodgrue with Greg Gorgonmilk)</i>	52



All articles copyright 2017, the author(s) noted above.

Cover illustration, copyright 2017 Funeral French.

Back cover map, copyright 2017 Greg Gorgonmilk.

Illustration on page 9, copyright 2017, Kelvin Green.

Illustrations on page 18, 46 and 51, copyright 2017, Andrew Walter.

Illustrations on page 23 and 33, copyright 2017, Thomas Novocel

Illustrations on pages 24 and 40, copyright 2017, Ian Hagan.

Illustration on page 42 copyright 2017, Rory Walker.

Illustrations on pages 29 and 57, copyright 2017, Denis McCarthy.

Illustration on page 48 copyright 2017, Courtney Campbell.

*Labyrinth Lord*<sup>TM</sup> is copyright 2007-2011, Daniel Proctor. *Labyrinth Lord*<sup>TM</sup> and *Advanced Labyrinth Lord*<sup>TM</sup> are trademarks of Daniel Proctor. These trademarks are used under the *Labyrinth Lord*<sup>TM</sup> Trademark License 1.2, available at: [goblinoidgames.com](http://goblinoidgames.com)

---

Dolmenwood and Wormskin are trademarks of Gavin Norman & Greg Gorgonmilk

---

# Wormskin — Issue Seven

## INTRODUCTION

In this issue, large swaths of previously uncharted reaches of everyone's favourite monster-haunted forest, Dolmenwood, come under the benevolent, all-seeing gaze of the god of hex crawls. Twenty-one new hexes in the regions around Drigbolton (in the north), Dreg (in the south), and Prigwort (in the middle) are fully detailed!

For added spice, nine new Dolmenwood monsters are detailed, in *Monsters of the Wood*, and a series of charts for generating NPCs of all playable races — including a quick system for rolling up would-be henchmen — are included.

## BEYOND WORMSKIN...?

At the inception of the Dolmenwood project, we conceived of publishing the campaign setting as a set of hardcover books — a player's guide containing new classes and races, a book detailing all the hexes on the campaign map, a monster manual laying out the setting-specific beasts, and a referee's guide with all the charts, procedures, and random tables. This is, obviously, a significant undertaking and we faltered in those early days. *Wormskin* was then conceived of as a way to start publishing the Dolmenwood setting in smaller, more manageable chunks. However, the dream of those hardcovers has never died.

I can now reveal that work on the *Dolmenwood Monster Manual* (final title to be determined) has now begun in earnest, for hopeful publication in the next year. This book will compile all of the monsters from *Wormskin*, plus scores more, into one beautiful tome of fairytale weirdness. More information coming soon!

— Gavin Norman (*moss master and Dolmenwood editor in chief*)

## CONTRIBUTORS

Gavin Norman [words & editing]

[the-city-of-iron.blogspot.com](http://the-city-of-iron.blogspot.com)

Greg Gorgonmilk [words & graphics]

[gorgonmilk.blogspot.com](http://gorgonmilk.blogspot.com)

---

Courtney Campbell [illustrations]

[hackslashmaster.blogspot.com](http://hackslashmaster.blogspot.com)

Denis McCarthy [illustrations]

[gwythaintny.wordpress.com](http://gwythaintny.wordpress.com)

Funeral French [cover illustration]

[funeralfrench.com](http://funeralfrench.com)

Thomas Novosel [illustrations]

[thomas-novosel.com](http://thomas-novosel.com)

Kelvin Green [illustrations]

[kelvingreen.blogspot.com](http://kelvingreen.blogspot.com)

Brian Richmond [words]

[goatmansgoblet.com](http://goatmansgoblet.com)

Ian Hagan [illustrations]

[playingwiththeelectronstomakestories.com](http://playingwiththeelectronstomakestories.com)

Rory Walker [illustrations]

[roryroryrory.com](http://roryroryrory.com)

Matt Hildebrand [layout and cover design]

[bigbaldmatt.com](http://bigbaldmatt.com)

Andrew Walter [illustrations]

[andrewwalter.co.uk](http://andrewwalter.co.uk)

---

[Dolmenwood community on Google+](#)

---

# COMMON NAMES IN DOLMENWOOD

This article provides lists of example names used by members of each player character race found in Dolmenwood (that is: humans, elves, grimalkin, moss dwarfs, and woodgrues). The charts may be used by the referee to quickly determine the names of NPCs encountered or may be used by players for inspiration in naming their own characters.

A second set of optional charts provide example titles, honourifics, and nicknames for use by adventurers. PCs may adopt or acquire such titles or they may be used by NPCs.



d30 HUMANS			
	Male	Female	Surnames
1	Arthwit	Agnel	Abernathy
2	Bormool	Agune	Addercapper
3	Boroth	Beatrice	Baundak
4	Borrid	Breagan	Burl
5	Breagle	Cannora	Candleswick
6	Breglor	Drelil	Cornick
7	Breyir	Eglil	Crumwaller
8	Canhoreal	Egthil	Daggert
9	Clewd	Esme	Dogoode
10	Cwinglid	Ethegan	Dourkirk
11	Deggesh	Griya	Dregger
12	Dewglid	Gwendolyne	Dunwallow
13	Dewm	Henaine	Fraggleton
14	Ethex	Legwen	Getri
15	Gringle	Lirann	Glass
16	Grintogg	Lirathil	Gruewater
17	Grinwit	Lisabeth	Harkness
18	Gruwid	Minthon	Harper
19	Gruwth	Moralil	Lank
20	Hanglorain	Morgwen	Logueweaver
21	Mannog	Thegwin	Loomer
22	Mantaggorn	Theune	Malksmilk
23	Melnax	Tholgel	Smith
24	Melnoth	Thwymath	Sunderman
25	Melwesh	Wenain	Swinney
26	Orthax	Wenlan	Thatcher
27	Othesh	Wennew	Tolmen
28	Pymyorn	Wythrae	Vulgamoore
29	Theglid	Ygwal	Weavilman
30	Yirmeor	Yslen	Wolder

d30 ELVES		
	Male	Female
1	Sprue-upon-Gallows	Whispers-by-Moonlight
2	Jack-of-Many-Colours	Blossom-On-The-Moor
3	Reflections-of-Mirror-Panes	Indigo-and-Patchwork
4	Langour-upon-Lackadaisy	Revenge's-Sweet-Scent
5	Heart-of-Glass	Impudence-Hath-Victory
6	Bucket-and-Broth	Lilith-Too-Soon-Begotten
7	Spring-to-the-Queen	Marry-No-Man
8	Hands-Adjoined-By-Magpies	Clairty-of-Seventeen-Fathoms-Deep
9	Shallow-Pained-Plight	Quavering-of-Night
10	Murder-of-Ravens	Morning's-Last-Mists
11	Tryst-about-Town	Chalice-of-Duskviolet
12	Supper-Before-Noon	Gleanings-from-Lost-Days
13	Youth-Turned-Curdled	Lace-and-Polkadot
14	Midsummer's-Most-Wanton-Prancing	Harkening-and-Awakening
15	Uncounted-Sighs	Shade-of-Winter-Betrayal
16	Lament-of-Beams-Broken	Pool-Shine-Come-Lately
17	Light-of-Dulled-Lantern-Flame	Porcelain-Begets-Only-Dreams
18	Prick-of-the-Nail	Gaze-beyond-Locked-Hearts
19	Tom-Trick-of-the-Light	Laugh-of-the-Dairy
20	Daisy-and-Dandelion	Wandering-Star-Occluded-by-Sapphire
21	Yearning-of-Silver-and-Quicksilver	Spring-Noon's-Arrogance
22	Wine-By-The-Goblet	Dream-of-Wistful-Remembrance
23	Betrothed-to-the-Blood-Sun	Dew-upon-Emerald-Heaps
24	Glance-Askew-Guilliam	Glimmering-of-Sun's-Turning-Tide
25	Candle-Bent-Sidewise	Lillies-beyond-Heart's-Sight
26	Black-Heart-of-the-Restless	Aether-Young
27	Shallow-Spirit's-Lament	Lightly-Come-Softly
28	Bed-Beside-the-Crimson-Brook	Violet-and-Clementine
29	Tumble-and-Thimble	Breath-upon-Candlelight
30	Seven-Steps-At-Dawn	Slips-Behind-Shadows

*Elves who frequent Dolmenwood enjoy being addressed by such curious epithets, which hint at their names in the tongues of Fairy (which they never reveal). They will also sometimes take on a mortal name, for convenience.*



d30	MOSS DWARFS		WOODGRUES	
	Male	Female	Male	Female
1	Mobdemold	Marib	Bagnack	Atterduppy
2	Bap	Ebbli	Barmcudgel	Bishga
3	Koppobold	Gondwol	Basswelt	Brundlekump
4	Hollb	Klibli	Bloomfext	Canaghoop
5	Kabob	Limimb	Boneclocker	Cheruffue
6	Kollobom	Greblim	Bullsteeth	Chuspiyip
7	Dombo	Shlirimi	Bunglebone	Doola
8	Gobulom	Smodri	Capratt	Drekdooper
9	Nyoma	Bibibam	Chimm	Frogfyrr
10	Umbertop	Ghibli	Cloudsplanka	Gristleting
11	Limby	Libib	Delgodand	Gruecalle
12	Wobobold	Gwedim	Eortban	Hoolboots
13	Hogwold	Bendion	Farklunder	Kikimama
14	Tomumbolo	Ibulold	Gackbalm	Maulspoorer
15	Golobd	Klimbim	Grukke	Mogsmote
16	Obolm	Bilibom	Gubber	Molemoch
17	Tomdown	Milik	Gumroot	Moonmilk
18	Lambop	Higwold	Gunkuss	Munmun
19	Gwomotom	Skimbim	Kungus	Nettaclare
20	Oglom	Imbwi	Lengtittle	Oorcha
21	Moledold	Smunli	Lubbal	Palliepalm
22	Gremo	Klambul	Oboene	Pimplepook
23	Loblow	Skum	Olpipes	Puggump
24	Prorodom	Wiskobuli	Pestil	Rolliepolk
25	Ybo	Brimbul	Runkelgate	Rosetooth
26	Brob	Gobbli	Stringdrunker	Sasspipe
27	Bramberomb	Slipptili	Trudgedongle	Sloogcrone
28	Hollogowl	Kib	Weepooze	Sunbungla
29	Fobd	Misilb	Woselice	Toolook
30	Tombb	Jamomil	Wumpus	Whipsee

*Moss dwarfs and woodgrues tend not to use surnames.*

d30	GRIMALKIN		CLERICS	
	First Names	Surnames	Liturgic Name	Honourific
1	Prince/ss	Pusskin	Agastosius	of God's Lament
2	Jaspy	Cottonsocks	Agrippius	of the Flagellant Skin
3	Bongo	Moggin	Andormian	the Almsgiver
4	Prissy	Whiskers	Atticus	the Anchorite
5	Misty	Goodlap	Bargale	the Baptist
6	Jack/Janet	Whippetongue	Basptine	the Blade
7	Velvet	Ratbane	Bice	the Chanter
8	Kitty	Flippancy	Cantatio	the Confessor
9	Penny	Shadowpounce	Caridadius	the Convert
10	Sassequine	Lickling	Celequem	the Dawnbringer
11	Fripple	Tippler	Chafersius	the Deliverer
12	Ginger	Twinechase	Ciborius	the Forgiving
13	Lord/Lady	Fluff-a-kin	Elijio	the Hallowed
14	Little	Poppletail	Episcopius	the Hammer
15	Shadow	Clawspout	Frollense	the Holy
16	Tipple	Whimsker	Gondilian	the Illuminator
17	Buttercup	Pouncemouse	Humilieus	the Inheritor
18	Mogget	Grinser	Impriatus	the Judge
19	Poppet	Proudwink	Jadorius	the Law of Man
20	Tomkin	Snuffle	Kostantius	the Luminous
21	Nibbles	Whipsy	Maggothio	the Martyr
22	Boots	Bobblewhisk	Mirraeul	the Pious
23	Jasqueline	Flip-a-tail	Pursiveus	the Promised
24	Monsieur/Madame	Mouser	Rectorian	the Pure
25	Willy/Willemina	Tails slurp	Sacristian	the Redeemer
26	Toppsy	Townmouse	Solarii	the Sage
27	Viscount/ess	Frippery	Tabenicus	the Serpent's Bane
28	Moggle	Grimalgrime	Unctio	the Sin-eater
29	Copper	Tailwhisk	Urbanicus	the Song of God
30	Tippsy	Milktongue	Xavaneous	the Templar

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

d30	FIGHTERS	THIEVES	MAGIC-USERS
	Nickname/Title	Nickname/Honourific	Honourific
1	"Boltbounder"	"Beautiful"	of Sights Yet Unseen
2	"Braggart to Burn"	"Catspaw"	of the Demon's Cant
3	"Coldwife"	"Dog's Day"	of the Grand Grimoire of Falx
4	"Dauntless"	"Gluefingers"	of the Lost Dominion
5	"Demonreacher"	"Guilderpinch"	of the Nine-Folded Sphere
6	"Kinslayer"	"Jailbreak"	of the Serpent's Tongue
7	"Longcutter"	"Legbreaker"	of the Tolmenwolde Compact
8	"Madman"	"Longfingers"	of the Umbral Flame
9	"Murderman"	"Lovelybones"	the Alchemist
10	"Siegebreaker"	"Pennyfilch"	the Cavorted
11	"Shielder"	"Shackleman"	the Chancellor of the Hidden Earth
12	"Silverhands"	"Slim"	the Conjuror
13	"Stonehurler"	"Snatch"	the Drune
14	"the Mangler"	"Stubber"	the Foe of Fey Folk
15	"Wolfbiter"	"the Artist"	the Hagschild
16	the Bear	the Almsman	the Lodged Magician
17	the Bloodhound	the Burglar	the Medium
18	the Butcher	the Crook	the Necromancer
19	the Champion	the Crowner	the Phantasmagician
20	the Corpsemaker	the Highwayman	the Rivermage
21	the Goremonger	the Kneecapper	the Sagacious
22	the Grim	the Locksinger	the Seventh Sighted
23	the Headlopper	the Pursesnatcher	the Slugmonger
24	the Hedge Knight	the Ressurrectionist	the Spirit-Touched
25	the Help	the Rogue	the Star-Mapper
26	the Hothanded	the Shank	the Tome Keeper
27	the Mauler	the Skulk	the Wildermage
28	the Mercenary	the Sneakthief	the Witch
29	the Rose	the Taxman	the Wodefrend
30	the Sellsword	the Uncrucified	who Bargains with Boguns and Barghests



# HENCHMEN OF DOLMENWOOD



When visiting the towns and villages of Dolmenwood to re-equip, recuperate, carouse, and make connections, it is common for budding heroes (or, of course, rogues) to want to make use of that CHA score on their character sheet and look for sidekicks in the form of henchmen. The standard B/X rules cover the generalities of this process. This article provides further detail specific to the Dolmenwood setting.

## Locating Henchmen

The simplest way of locating potential henchmen is to visit the taverns in a settlement of reasonable size (e.g. Dreg, Prigwort, Lankshorn), blow the trumpet of one's prestige as an employer of daring folk, and lubricate the social wheels by buying rounds for those present. This costs 5gp, over the course of an evening. A roll of 2d6, modified by the PC's Charisma, on the following chart determines how many foolhardy types apply for the position of henchmen to the esteemed player character.

2    No applicants

3-5   1 applicant

6-8   2 applicants

9-11   3 applicants

12+   4 applicants



### Other modifiers:

- Characters who spend 10gp on recruitment efforts (this may also include posting notices around) gain a +1 bonus to the roll.
- Those who spare no expenses and lay out a full 25gp (this most certainly includes hiring a town crier) gain a +2 bonus.
- Searching in a village (e.g. Drigbolton, Meagre's Reach, Odd) incurs a -2 penalty.
- Searching in a large town or city (e.g. Castle Brackenwold) earns a +2 bonus.
- Searching for only non-combatants (e.g. porters or torch-bearers) incurs a -1 penalty. \*
- Searching for only men-at-arms or classed adventurers incurs a -2 penalty. \*
- Searching for only classed adventurers incurs a -3 penalty. \*

\* If the roll indicates 1 or more applicants, they will be of the desired type.

## Rolling up a Henchman

The tables on the following pages provide a series of charts for determining the basic details about a henchman. These should be used as follows:

1. Roll 1d100, 1d6, and 1d4 to determine the character's class, age, and sex. (See adjacent tables.)
2. Roll 1d30 to determine the character's equipment (by class) and starting spells (for elves and magic-users). (See tables on the following pages.) Characters with a missile weapon have 20 pieces of ammunition (arrows, bolts, or stones); non-combatants have 1d10 pieces of ammunition. Magic-users don't have any equipment except a ritual dagger.
3. Roll 1d30 to determine the character's personality, motivation for becoming an adventurer, and life's ambition. (See tables on the following pages.) A single d30 may be rolled and the result read across the three columns or a separate roll may be made per column. For super quick henchman generation, the result of the d30 rolled on the equipment chart may be re-used.
4. Optionally, make further d30 rolls to determine the character's name, using the tables elsewhere in this issue. (Again, for speed, a single d30 roll may be used to reference a row in all charts.)
5. If a henchman is hired, roll his or her hit points per the rules for that class.

## Rates of Pay

The basic rates demanded by different types of henchman are as follows:

- Non-combatants will demand a number of silver pieces per day equal to their d30 roll on the equipment table. (i.e. those better equipped will want more money.)
- Similarly, 0-level fighters will demand a number of gold pieces per day equal to their d30 roll on the equipment table.
- Proper 1st level adventurers will want at least a share half of treasure.

An employer who offers 50% extra gains a +1 bonus to the hiring reaction roll. An offer of twice the desired rate grants a +2 bonus.

# Henchman Basic Details

d100	Class
01-45	o-level non-combatant
46-70	o-level fighter (man-at-arms)*
71-80	1st level fighter
81-86	1st level thief
87-90	1st level cleric of the One True God
91-92	1st level magic-user
93-94	1st level elf**
95-96	1st level grimalkin (see <i>Wormskin</i> issue one)
97-98	1st level woodgrue***
99-00	1st level moss dwarf (see <i>Wormskin</i> issue one)

d4	Sex
1	M
2	M
3	F
4	F

d6	Age
1	Too young
2	Adolescent
3	Adult
4	Middle-aged
5	Venerable
6	Decrepit

## NOTES

\* Fights as a normal man. 1d6 hit points.

\*\* A Dolmenwood-specific elf class will be presented in a future issue of *Wormskin*. For now, the standard elf race/class may be used. Elves suffer one additional point of damage when struck with iron or silver.

\*\*\* A woodgrue class will be presented in a future issue of *Wormskin*. For now, treat as a halfling.

# Weapons, Armour, Spells

d30	Non-Combatants*	Fighters, Clerics**, Elves***
1	Cooking pan (d4-1)	Padded armour, short sword
2	Fish knife (d4-1)	Padded armour, spear, sling
3	Iron firepoker (1d6-1)	Padded armour, helmet, longsword
4	Two crude hunting javelins (d6-1)	Padded armour, shield, short sword, club
5	Undergarment sling (-1 to hit)	Padded armour, two hand axes, short bow
6	Meat cleaver (d6-1)	Padded armour, helmet, mace, long bow
7	Woodscutter axe (d6-1)	Leather armour, short sword
8	Carpenter's hammer (d4-1)	Leather armour, spear
9	Miner's pick (d6-1)	Leather armour, club, hand axe
10	Awl (d4-1) & tack hammer (d4-1)	Leather armour, helmet, longsword
11	Walking stick (d6-1), sling	Leather armour, quarterstaff, short sword
12	Plank with nail in it (d4-1), sling	Leather armour, shield, longsword, sling
13	Sturdy fishing pole (d4-1)	Leather armour, shield, helmet, warhammer
14	Hefty bludgeoning stone (d6-1), sling	Leather armour, shield, club, short bow
15	Length of chain (d6-1), dagger	Leather armour, helmet, whip, short sword
16	Helmet, pitchfork (d6)	Leather armour, shield, short sword
17	Cudgel, dagger	Chainmail, mace, hand axe
18	Sickle (d4) and wooden mallet (d4-1)	Chainmail, hand axe, short sword
19	Dagger, sling	Chainmail, helmet, longsword, short sword
20	Short sword, sling	Chainmail, shield, short sword, short bow
21	Shield, longsword	Chainmail, short sword, long bow
22	Helmet, longsword	Chainmail, hand axe, long bow
23	Helmet, shield, short sword, club	Chainmail, warhammer, shield, mace
24	Club, dagger	Chainmail, warhammer, shield, sling
25	Padded armour, club, dagger	Banded mail, long sword, long bow
26	Padded armour, helmet, short sword	Banded mail, short sword, club
27	Padded armour, quarterstaff	Banded mail, warhammer, shield
28	Padded armour, short bow	Banded mail, long sword, shield, spear
29	Padded armour, longbow, dagger	Splint mail, shield, long sword, short sword
30	Leather armour, helmet, longsword	Splint mail, shield, bastard sword, spear, short sword

\* Non-combatants using weapons that are at a damage penalty (as noted in parentheses) have their "weapons" break/snap/become useless when rolling a natural 1 to hit.



d30	Thieves	Moss Dwarfs
1	Dagger, sling	Nude, antler knife, sling
2	Club, sling	Nude, moon-fruit sickle, sling
3	Short sword, dagger	Nude, stone axe, moon-fruit sickle, sling
4	Dagger, short bow	Nude, helmet, stone axe, cudgel
5	Two daggers, club, sling	Nude, staff, moon-fruit sickle
6	Light hammer, club, sling	Nude, pitchfork, hogbone dagger
7	Hand axe, dagger	Loincloth, hogbone dagger, spear
8	Padded armour, dagger, short sword	Loincloth, staff, short bow
9	Padded armour, longsword, club	Loincloth, spear, sling
10	Padded armour, short sword, short bow	Loincloth, flail, hogbone dagger
11	Padded armour, dagger, longbow	Pelts, two hand axes, antler knife
12	Padded armour, light pick, dagger, sling	Pelts, hand axe, antler knife, short bow
13	Padded armour, hand axe, light crossbow	Pelts, antler knife, short bow, sling
14	Leather armour, club, short sword	Pelts, staff, club, short bow
15	Leather armour, dagger, long sword	Rags, spear, moon-fruit sickle
16	Leather armour, whip, two daggers	Rags, spear, two oak javelins, hogbone dagger
17	Leather armour, mace, sling	Rags, pitchfork, hand axe, sling
18	Leather armour, two hand axes, dagger	Birch bark armour, shield, mace
19	Leather armour, short sword, three javelins	Birch bark armour, helmet, spear
20	Leather armour, two daggers	Birch bark armour, shield, spear
21	Leather armour, spear, dagger, short bow	Cork armour, helmet, two hogbone daggers
22	Leather armour, longsword, short sword, sling	Cork armour, shield, antler knife, sling
23	Leather armour, longsword, light crossbow	Cork armour, pitchfork, two oak javelins, hand axe
24	Leather armour, dagger, sling	Oak bark armour, two hand axes, antler knife
25	Leather armour, dagger, club	Oak bark armour, two-handed axe
26	Leather armour, club, dagger	Hog leather armour, two hogbone daggers, id4 back-up antler knives
27	Leather armour, two hand axes, dagger, club	Hog leather armour, helmet, flail
28	Leather armour, spear, three javelins	Pinecone armour, quarterstaff, sling
29	Leather armour, flail, dagger, club	Pinecone armour, shield, mace
30	Leather armour, longsword, light crossbow	Ring mail, shield, helmet, warhammer

\*\* Clerics of the One True God may use any weapons, but may only use holy magic weapons

\*\*\* Any and all equipment an elf possesses is utterly otherworldly and fey in origin.

d30	Grimalkin & Woodgrues	Spells*
1	Dagger, knife, sling	<i>Sleep, comprehend languages</i>
2	Cudgel, knife	<i>Magic missile, hold portal</i>
3	Two javelins, dagger	<i>Pass undead, chill touch</i>
4	Short sword, sling	<i>Locate remains, skeletal servitor</i>
5	Light pick, short bow	<i>Spore cloud, skin transformation</i>
6	Dagger, sling	<i>Entangle, spider climb</i>
7	Short sword, dagger	<i>Command dead, haunting</i>
8	Two daggers, club, sling	<i>Command undead, dying words</i>
9	Light pick, dagger, sling	<i>Feather fall, summon/banish lesser elementine</i>
10	Hand axe, club	<i>Crystal resonance, firelight</i>
11	Padded armour, helmet, short sword	<i>Purify, ray of fire/ice</i>
12	Padded armour, shield, dagger	<i>Resist cold, burning hands</i>
13	Padded armour, light hammer, sling	<i>Phantasmal force, light</i>
14	Padded armour, hand axe, two daggers	<i>Doppelgänger, wall of vapour</i>
15	Padded armour, two short swords	<i>Hypnotism, dancing lights</i>
16	Leather armour, short sword, shortbow	<i>Summon familiar, enlarge</i>
17	Leather armour, shield, shortsword	<i>Charm person, floating disc</i>
18	Leather armour, helmet, shield, shortsword	<i>Shocking grasp, shield</i>
19	Leather armour, knife, shortbow	<i>Unseen servant, ventriloquism</i>
20	Leather armour, light hammer, 1d4 knives	<i>Sleep, allure</i>
21	Leather armour, helmet, club, dagger	<i>Message, manipulate fire</i>
22	Leather armour, shield, helmet, dagger	<i>Hold portal, manipulate fire.</i>
23	Leather armour, shield, light pick, knife	<i>Hold portal, magic missile</i>
24	Leather armour, knife, sickle, sling	<i>Natural weaponry, speak with animals</i>
25	Leather armour, dagger, three javelins	<i>Vitality surge, spore cloud</i>
26	Studded leather armour, shield, shortsword	<i>Darkness globe, dying words</i>
27	Studded leather armour, shield, shortsword	<i>Colour spray, hypnotism</i>
28	Studded leather armour, shield, helmet, sickle	<i>Sleep, sound the deeps</i>
29	Studded leather armour, shield, helmet, dagger	<i>Seasong/firesong/windsong, charm person</i>
30	Studded leather armour, helmet, shortsword, dagger	<i>Edibility, magic missile</i>

\* Spells are drawn from the [Labyrinth Lord Advanced Edition Companion](#) and [Theorems & Thaumaturgy](#).

# Personality

d30	Personality	Motivation
1	Braggart	Make a name for themself
2	Bully	Prove their worth to another
3	Coldly rational	Make some easy money
4	Contrary	Delve into forgotten secrets
5	Craven and self-serving	Wanderlust
6	Creepily over-intimate	Seeking their own doom
7	Drunkard / drug-addled	Feed gambling habit
8	Exaggeratedly emotional	Escape justice for a crime committed
9	Finicky and skittish	Reconnect with long-lost kin
10	Foolhardy hero	Find stable work
11	Foppish dandy	Scare their parents or relatives
12	Haunted	Gain strength of arms
13	Hot-blooded, brutal streak	Make new friends
14	Irascible	Make contacts with people of power
15	Irrepressibly jovial	See if they're of the adventuring sort
16	Kill-joy	Drink at every bar in the Dolmenwood
17	Lusty	Work at the side of heroic sorts
18	Memory like a sieve	Sleep around and not have to worry about the consequences
19	Moon-eyed innocent	Indulge in psychedelics
20	Morbid	Learn more about herbs and mushrooms
21	Overbearingly religious	Get supplies to scare fairies away from their hometown
22	Prankster	Kill Goatmen
23	Recklessly enthusiastic	Loot the corpses of their employers should they fail
24	Self-deprecating	Impress nobility and rise up in the world
25	Sinister sadist	To meddle in the affairs of the Watchers
26	Sketchy scoundrel	To feel anything other than boredom
27	Slimy sycophant	To worship at long-forgotten religious sites
28	Village idiot	Channel their urge to kill things
29	Wantonly destructive	See if they might be better off joining a monastery
30	Wild and treacherous	Because killing monsters is easier in large numbers

d30 Ambition

- 1 Found a village and hold authority over others
- 2 Open up a travellers' inn
- 3 Get enough money to move to a big city
- 4 Become a famous hero whom everyone loves
- 5 To have dozens of children
- 6 Find inner peace
- 7 Publish notes on monsters so they may be more easily killed
- 8 Become a vaunted religious figure
- 9 Open a caravan network
- 10 Have enough money to never be have to sober
- 11 Move their family somewhere safer
- 12 Kill everyone who ever looked at them wrong
- 13 Have minstrels sing of their deeds
- 14 Kill the Duke of Brackenwold
- 15 Learn the truth of the Nag Lord
- 16 Unify the region under one banner
- 17 Marry their most heroic employer
- 18 Spawn a dynasty of would-be heroes
- 19 Start a guild and reap the benefits
- 20 Find a cure for a terrible malady
- 21 Kill an Elf Lord
- 22 Slay Lord Ramius and Lord Malbleat
- 23 Open up a second-hand shop of old adventuring goods
- 24 Marry above their station and live in the lap of luxury
- 25 Obliterate a faction they loathe
- 26 Chronicle their adventures with only modest creative liscense
- 27 Reignite a unified Faith or the worship of Old Spirits
- 28 Become liege of a fairy kingdom
- 29 Create a definitive map of Dolmenwood
- 30 Have a statue built of them killing a great beast



## DRIGBOLTON AND SURROUNDS



### 0602 — The Hall of the Fomorian

At the very bottom of a steep, fir-wooded dingle stands a massive, square platform (320 yards to a side) of gargantuan marble flagstones smoothed to a mirror-like lustre. Certain areas of its flooring have become weathered and cracked, allowing for small islands and tussocks of tall grass to wheedle their way into its otherwise smooth surfaces. A stairwell in each side leads up to the platform. This area is usually deserted aside from the occasional flock of birds.

In the centre of this platform is found the Fomorian's domed hall, a purple-veined half-bubble of stone accessed by an arched doorway that faces the east. The whole structure is perhaps 30' tall and 80' wide, with a pyramid of scarlet glass at its very top. This provides the only bit of light found inside, revealing little more than the outlines of the mass of clutter found inside. Some of it is draped with ancient, mouldering rugs. A hulking figure — the **Fomorian** — leans over a great globe (see below) near the apex of this weird hoard.

The Fomorian is a blue-skinned immortal giant who stands roughly 18' tall. He wears a grey wool tunic that hangs from his left shoulder and bracers of black metal on his sinewy arms. His belt is a thick strap of cracked brown leather buckled by an intricately faceted blue jewel that refracts the dome's red light in a jagged dazzle. The Fomorian also wears a grim helm of raw black iron that partially covers a thick beard of pale, finger-thick earthworms that seem to wriggle constantly. His grotesque eye cannot be seen when the helm's visor is down, but is perceived as an odd smudge — a diffuse area that cannot be looked at directly.

*continued overleaf*



If the PCs successfully parlay with the Fomorian, he may reveal that he is not living out his immortality in Dolmenwood through any plan of his own. The giant has been sent to this outlying world by the powers of the World Below to await the arrival of a man named Jack, who will be invested with the custody of the Emerald Tablet (see below).

**The Fomorian:** HD 16\*\*, AC 4 (only harmed by magic, immune to damage by +1 or +2 magic weapons), Att 2 × fists (2d6) or gaze, Mv 240' (80'), MI II, AI N, XP 3,300. Instead of attacking, the Fomorian may raise the visor of his iron helm and cast fits baleful gaze upon a target within 100'. The target must save versus petrification or be transformed into green glass.

## The Emerald Tablet

Hidden in a dusty stone coffer among one of the piles of clutter in his hoard, the Fomorian's greatest treasure — the Emerald Tablet — lies. The tablet is an ancient artefact from the Underworld whose script contains secrets of ages-lost magicks and describes the fate of the world. The Fomorian will not reveal the contents of the Tablet, which he is not permitted to describe.

## The Globe

The globe which the Fomorian clutches is a scrying device of great potency. One who looks into its misty surface and makes a successful save versus spells *and* an INT check is granted visions of goings on in distant realms and other worlds. With practice, these visions can be controlled, allowing the viewer to scry on any location he or she should wish. The Fomorian uses the globe to search out the man Jack whose arrival he awaits.

## 0603 – The Ruined Cottage

Beside a sluggishly flowing stream, in a clearing ringed by ancient and rotting firs, is found the remains of a cottage. Obviously the victim of a fire, its burnt timbers lie scattered within the roughly square frame of its foundation stones. Tall grasses now occupy the home's dirt floors, swaying in the gentle breezes that pass through this vicinity. At night one can hear the murmur of voices near the ruin, muffled and frantic as if a heated debate was occurring. This is the sound of a small number (1d6+1) of **ghosts** congregating. Each night, they meet here to exchange secrets. (Secrets are the currency of ghosts, who have little need for material wealth.) If they are approached by the living with the proper deference, the ghosts may (3-in-6) choose to parlay. If the PCs can offer the ghosts one or more secrets, they will repay them with esoteric information of their own or possibly guidance/directions if this is what the PCs require.

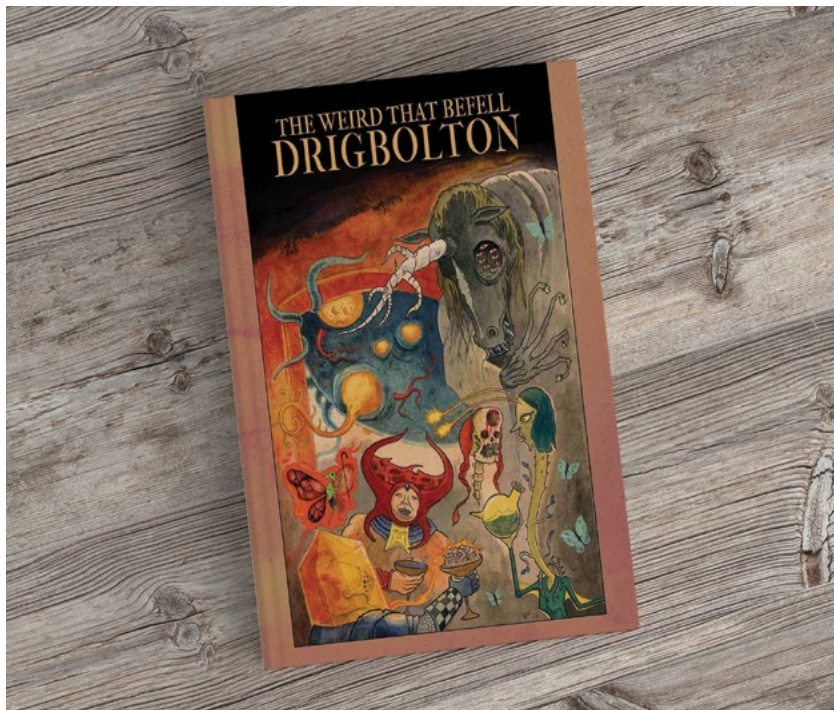
**Ghosts:** HD 4\*\*, AC 3 (only harmed by magic), Att 1 × touch (1d3 + gradual death), Mv 120' (40'), Ml 9, Al N, XP 190. The touch of a ghost taints a living being's soul with a slow melancholy and a yearning after death. One thus afflicted must save versus spells each morning upon awakening or suffer 1d3 points of damage, eventually fading into nothingness. *Remove curse* has a 50% chance of undoing this affliction.



## 0702 – The Hamlet of Drigbolton

Beyond the borders of Dolmenwood, a range of rolling, windswept hills dominates the northern reaches of this hex. An old cart road, little used, runs along the foot of the hills, connecting the fenland villages to the west with the dock upon the banks of Avernal Lake (hex 0802). A byroad diverges from the trade route, heading south and plunging into the forest. This road leads, eventually, to Fort Vulgar (hex 0604), via a small hamlet, Drigbolton, half a mile from the borders of Dolmenwood in this hex, and the ruins of Midgewarrow in hex 0703. South of Drigbolton, the road is unused and quickly falls into utter disrepair, providing no aid to travel.

The hamlet of Drigbolton consists of a cluster of rude cottages around a church (dedicated to St Gretchen, the maiden saint) and a rustic inn called The King Deer. The hamlet and other local features in this hex are described in detail in the Dolmenwood adventure module [\*The Weird That Befell Drigbolton\*](#).



## 0703 – The Ruins of Midgewarrow

An old road, overgrown with bracken and slender birches, runs northwards through this hex. At the centre of the hex stand the remnants of the ghost town Midgewarrow, abandoned for two centuries after the place was stricken by plague and shunned by all. Half a mile from the town, on either side, a series of boulders beside the road are painted with images of crucifixes and skulls, now faded with age. These markings forewarn travellers of the vicinity of the plague town.

The ruined town is now reclaimed by the forest: stone walls crumbling and clad with vines, moss, and rotting fungi. In this state, it is difficult to discern the purposes of any of the buildings. One structure, however, stands in its original form, unmarred by neglect and the passing of the centuries: a square tower of pristine white marble with a silver pennant fluttering at its summit:

- Approaching the tower, a loud boom is emitted.
- The tower's black, oaken door is *wizard locked*. Its windows are of an enchanted glass, unbreakable by mundane means.
- Inside, a procession of utterly empty (but perfectly clean) chambers lead, via a winding stair, to a second magically locked door which protects the chamber in the highest floor.
- This highest room is a beautifully furnished bedchamber. Sleeping in the bed is a young woman with long, black hair laid neatly in plaits upon her pillow. Under her clothes, purple welts may be seen on her body. An enchantment of temporal stasis is about her (and the whole tower). It may be broken by use of *dispel magic* or with a kiss. She is the daughter — named Merwyth — of the wizard Hodrych who lived in this tower long ago. Fleeing the plague, he placed his daughter under a protective spell, hoping to return with a cure for the illness. As fate would have it, he perished in Dolmenwood and never returned. Breaking the temporal stasis would reawaken the plague which destroyed the town.

Those versed in the history of Dolmenwood (e.g. the Lady Harrowmoor, hex 1105) may be familiar with the tower and its former inhabitants.

## 0704 – The Witch Haeroth

The road from Fort Vulgar to Avernall Lake runs here along the northern bank of Quogg's Creek. Half way through this hex, an old road forks off to the ghost town of Midgewarrow (hex 0703). Close to the western edge of the hex, another track turns off from the road and heads into a wood of twisted hazel, deep with ferns. 300 yards along the path is a mossy wall of round stones and a wrought-iron gate with patterns of curling ivy. Beyond is a small manor, overgrown with climbing roses. This is the home of the Lady Mariejay Haeroth (a minor, local noble) and her three maidservants. The Lady is reclusive, enigmatic and does not welcome visitors. Four wiry-haired **hounds** live with her and will be released on intruders.

**Great Hounds:** HD 3+2, AC 7, Att 1 × bite (1d8+2), Mv 150' (50'), Ml 9, Al N, XP 65.

The Lady Haeroth is (in secret) a **witch** (see *Monsters of the Wood*) bound to the wood-god Hasturriel Thrice-Crowned. On auspicious occasions, members of her coven gather to perform rites in the rambling rose gardens at the rear of the manor. The Lady's servants are aware of her occult practices, but are fanatically loyal, being themselves possessed of some minor magical abilities, and would never betray her.

In a secret attic room, an item of great power is kept upon a circular table: a bone china tea set, painted with owls and dainty forget-me-nots. Serving tea from the set at night, by candlelight, summons the spirits of the dead to sit at the table and converse. (This is perilous to those not versed in the necromantic arts.) The Lady's familiar, a **witch owl** (see *Wormskin* issue two) named Hallohoo, watches over the room and the tea set.

The tea set was procured for Haeroth (by highly questionable means) by the scrabey Horticulture (hex 0705, see *Wormskin* issue three), whose memory the witch subsequently stole.



## 0802 – Avernall Lake

Shrouded in mists, close to the northern borders of Dolmenwood, the Avernall Lake is placid, deep, and mysterious. The barges of the river trade stick close to the north bank of the lake, fearing the open waters.

Indeed, a **phlegm wyrm** (see *Wormskin* issue six) haunts the southern banks, an area also said to be frequented by local **witches** (see *Monsters of the Wood*), who have a communion with the monster. At dawn upon days of the new moon, they go out onto the lake upon barges and summon the wyrm with haunting music, milking it for a magical fluid which they covet.



## The Dock

The cart road which passes to the north of the hamlet of Drigbolton (see hex 0702) heads east then south and enters Dolmenwood in this hex. The road ends at a dock beside the Avernall Lake where trade barges halt on their way between Fort Vulgar and the realm to the north. Beside the dock stands the weather-worn cottage of the dock master, Wiglow, a man in his fifties with long, straggling hair, a portly frame, and many missing teeth. The trade barges may sometimes accept passengers for a fee of 1gp each, to Fort Vulgar (the journey takes eight hours, from this point).

## 0803 – The Toll Bridge and the Camp of Captain Snarkscorn

*Random encounters here are 50% likely to be with crookhorn goatmen under the command of Captain Snarkscorn.*

A stretch of dense woodland suffering under some obvious malaise — trees blackened and twisted and dripping with ochre slimes — which becomes more severe in the southeastern region of the hex, as bisected by Quogg's Creek. A road follows the western bank of the creek.

### The Toll Bridge

At the point where the river passes into hex 0704, an old wooden bridge spans the slippery banks. At any time of the day, the bridge is guarded by 1d12 **crookhorn goatmen** (see *Monsters of the Wood*) who demand a toll of 2d20 silver pieces (their rates vary depending on their whims) from each ship which sails past this point on the river. Boats are required to moor at the south bank, where tree trunks have been driven into the mud, or be attacked with bows and slings. Foot travellers wishing to traverse the bridge are also taxed. (The goatmen are also likely to attempt to simply rob travellers on foot whom they clearly outnumber.) These bridge-wards are under the command of Captain Snarkscorn and return to his encampment at night.

*continued overleaf*

## The Camp of Captain Snarkscorn

Three-hundred yards to the south of the toll bridge is an unruly encampment of 60 **crookhorn goatmen** soldiers under the command of a brute known as Captain Snarkscorn — a croney of the Nag-Lord who is stationed here to guard his liege's court against attack from the west. During the day, most of the camp's inhabitants may be found sprawled in net-hammocks and beds of reed-straw. At night, they dance and cavort around great bonfires, drinking caustic brews of mugwort and fishbone and tormenting any human prisoners that they have managed to lay their hands upon (33% chance of this).

In the centre of the encampment is a whitish, blood-stained pavilion where the Captain makes his lair. It is guarded at all times by four of the toughest soldiers (maximum hit points). Inside: a writing desk stacked with plans and maps; a surprisingly luxurious (but filthily stained) four-poster bed; a human woman kept chained to the tentpole. Beneath the bed, concealed in a pit beneath a rug is a large chest containing:

- An angry **pit viper**. (Roll for surprise!)
- Coins: 1,784gp, 984sp, 2,321cp.
- A fist-sized aquamarine (5,500gp).
- A spiralling, black horn, slick with a stinking oil. The oil is highly hallucinogenic, if licked, bringing on a psychedelic trance lasting 1d4 hours, wherein the one afflicted may communicate with the Nag-Lord, Atanuwe. Those who are not under his direct command must save versus spells or become permanently insane.

**Captain Snarkscorn:** HD 6+4, AC 3 (rag-tag plate + shield), Att 1 × butt (1d6+3) + 1 × battleaxe (1d8+3), Mv 120' (40'), Ml 10, Al C, XP 380. The captain carries a great war-horn around his neck which he can sound to summon 1d6 harpies (servants of the Nag-Lord) to his aid in 1d4 rounds.

Captain Snarkscorn hates and covets the witch Haeroth (hex 0704) who has escaped his clutches by trickery on two occasions. He would gladly pay for her capture.



# EAST OF PRIGWORT



## 1306 – The Barrow Bog and the Ravine of the Stag Lord

*Difficult Terrain*

### Barrow Bog

The central and western regions of this hex are boggy, with sodden ground, stunted, twisted trees, and plagues of gnats, in warmer months. Traversing the bog, one may come upon a region of dozens of mounds, wreathed in a perpetual mist and an eerie silence. These are ancient burial mounds and may, if the referee wishes, still conceal untouched riches. The marshland is haunted by **bog zombies** (see *Wormskin* issue two) and other restless spirits of the dead.

*(The mounds on the bog can easily be used as the site for subterranean adventures of the referee's devising. Alternatively, for referees wishing to locate a megadungeon within Dolmenwood, this is a good site to place the excellent Barrowmaze, by Greg Gillespie.)*

*continued overleaf*

## Ravine of the Stag Lord

The lonely reaches of wild forest in the east of this hex conceal a secret chasm with a natural amphitheatre and scintillating grotto and pool at its base. The winding ways through the trees and into the chasm are only known to the stags of the wood, who gather here on auspicious nights and bellow in unison to their lord, who drifts in the Otherworld parallel to this place. Heeding the call of his followers, the stag lord manifests in the material world, emerging from the waters of the shallow pool in the grotto. In former times, the stag lord and his retinue would cavort in a gleeful train through the forest, however, Atanuwe has stolen the head of the stag lord, making such processions more haphazard affairs nowadays. The stags, being only normal beasts, are unable to help their lord retrieve his head, but would be enthusiastic allies to a leader who could communicate with them and make such a proposal.

**Stag Lord:** HD 20\*\*, AC 3 (only harmed by magic), Att 2 × stamps / fists (2d6 + evaporation on death), Mv 150' (50'), Ml 9, Al L, XP 4,250. The stag lord is a giant (30' tall), lumbering humanoid with toad-like skin and hands and great fronds of shaggy fur hanging between his arms and torso. His proudly antlered head is missing (see above), which causes him to stagger and lurch as he moves. He is unharmed by mortal weapons, but can be damaged by magic. One who is killed by the stag lord dissolves immediately into a pool of plasma which evaporates into the ethereal plane within 1d6 rounds.

**Stags:** HD 3, AC 8, Att 1 × antlers or hooves (1d8), Mv 180' (60'), Ml 9, Al N, XP 65. A retinue of 3d6 stags are attendant whenever the stag lord manifests. In his presence, they emanate an ultraviolet glow and their attacks are treated as +2 magical weapons. The antlers of these stags, if removed while in their ecstasy of worship, continue to function as magical weapons indefinitely.





## 1307 – The Refuge of St Keye

Two miles into Dolmenwood, as one travels northwest along the Horseye Road, an old, stone building — fastidiously maintained but with a touch of austerity about it — stands by the wayside. Above an arched oak door hangs a sign announcing (in beautifully painted red calligraphy) “The Refuge of St Keye — Pilgrims Welcome”.

The Refuge was originally established as a monastery and rest stop for pilgrims on the way to the abbey of St Clewd. That pilgrimage route is no longer in active use (as the abbey is ruined, see *Wormskin* issue three), but the Refuge — now, in fact, the only active monastery remaining within Dolmenwood’s bounds — remains a popular stop along the way between Castle Brackenwold and Prigwort, serving as an inn for those travellers who do not mind a little religion with their evening repast.

### The Common Room

The entry door opens into a wide taproom and refectory. Huge kegs of ale line one wall, with a team of monks catching the seemingly endless flow in stone tankards. Wooden benches and treadle tables fill the space and are, of an evening, teeming with guests.

Above the keg wall hangs an oaken image — twice life size — of St Keye (“the chronicler”), bearing his tome and quill and looking down across the guests with a beneficent but somewhat reprimanding gaze.

Every evening at six, the abbot holds a brief mass in the refectory, blessing travellers on their way and reading an extract from the vast chronicles of their patron saint. Supper is then served from the monastery kitchen.

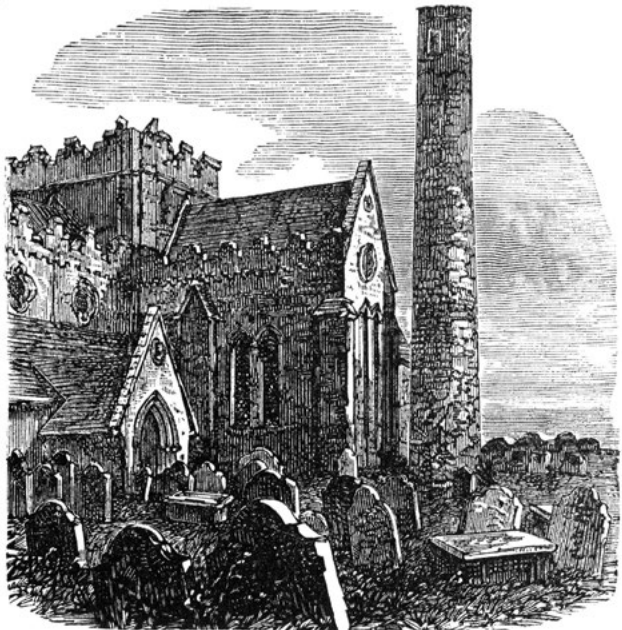
## Services

The following services are provided to travellers who stop at the Refuge:

- Lodging for 2sp per night, in spartan monastic cells on the upper floor.
- Stabling and feeding of mounts for 3sp per night.
- Common tavern fare (see *Wormskin* issue two). Always served with freshly baked caraway buns. Dinner is seldom available later than eight in the evening.
- Monastery ale (“Key’s Balm”) for 1sp a pint.

## The Chapel of St Keye

A door in the common room permits entry to a narrow pilgrims’ chapel, lit by night with hundreds of slim, yellow candles. The stones of the walls are etched, in tiny Liturgic script, with the entire text of the second chronicle of St Keye. A locked trapdoor leads down to the crypts, where (it is said) relics of the saint are kept.



## 1405 – The Village of Orbswallow

An unmarked path winds through dense, dew-dripping forest to a verdant clearing where the village of Orbswallow — home to some 80 **moss dwarfs** (see *Monsters of the Wood*) — is located. The village consists of three clusters of dwellings and three “clans” of dwarfs, centred around three venerable trees of magical nature:

- ♦ **The Milktree:** Broad, bulbous, and oak-like. Festooned in the months of summer and autumn with pendulous, orb-shaped fruits which bear a remarkable resemblance to mammalian teats. The low-hanging fruits are filled with a sweet, nourishing milk or yoghurt, while those in the upper branches are filled with cheese. These orbs form a large part of the village’s food. The dwarfs who tend the milktree dwell in squat huts made of wicker and slimy mud, huddled around the tree. Wicker spheres also hang in its branches, which the dwarfs climb into to nap.
- ♦ **The Moontree:** Tall, elegant, and birch-like, the fruits of the moontree hang in clusters high among its delicate, silver limbs. Several different types of fruits may be found, growing in different parts of the tree. The characteristics of these fruits resemble the phases of the moon and see use, variously, as a source of pigmentation (new moon orbs), tools (crescent moon orbs), oils (waxing moon orbs), nourishment (gibbous moon orbs), and light (full moon orbs). The dwarfs who tend the moontree make their homes in rooms carved out (by some forgotten previous inhabitant — not by the moss dwarfs themselves) of a natural rock formation which stands nearby. Hog enclosures surround the feet of the rock.
- ♦ **The Pipetree:** Sprawling and multi-limbed, with maple-like leaves, the pipetree bears long, hollow, dry-husked fruits of three kinds: smokepipes (possessing a stem, mouthpiece, and bowl; perfectly suited as vessels for the smoking of grasses, herbs, and weeds), windpipes (long, reedy fruits riddled with holes which, upon catching the wind, produce whistling tones soothing to livestock), dancepipes (thick, pot-bellied, wooden fruits whose dried husks can be bored with holes to serve perfectly as a musical instrument). The dwarfs who tend the pipetree live in chambers dug out of the flesh of a giant toadstool and in houses perched precariously upon its dome.

In the centre of the three trees is a second giant toadstool of lesser stature which houses the village's tavern and brewery, the Sombre Lamb. The main beverage drunk here is called "moon's milk", a fermented mixture of milk from the milktree with the juices of moontree fruits. Available in four "phases": new (1sp), first quarter (15cp), second quarter (2sp), full (3sp), of increasing potency. A single guest room is available, at 3sp per night. Patrons may hear one of the rumours from the adjacent list, around the fireside of an evening.

Though no merchant caravans make a habit of visiting Orbswallow, pedlars and wayfarers sometimes find their way here to trade. Some of the produce of the village — particularly smokepipes and the creamy cheeses of the moontree — are known and beloved in the local region (e.g. in Prigwort).

The people and places of Orbswallow will be described in greater detail in a future issue of *Wormskin*.



*continued overleaf*

## Rumours in the Sombre Lamb

1. The moontree is said to be the last scion of a forest of such trees which once lay to the south. Now all that is found there are orb-fungi (see hex 1406) — pale imitations of the beauty of the moontree. (*False. The two species are unrelated, though similar.*)
2. Woodgrues come from all over Dolmenwood to bury their dead in the huge compost heap to the south-east. (*Partially true. Unlike moss dwarfs, woodgrues do not bury their dead in compost heaps.*)
3. Elves keep a secret court in the woods to the south. (*True.*)
4. Beware the powers of the bog to the south-east: dwarfs who fish there in the summer have returned with their minds addled by marsh spirits. (*Partially true. The madness is caused by the presence of the vorpall monolith.*)
5. A day's travel through the forests to the north gets you straight to the human village of Squobb, where folk worship rocks and farm animals speak with human voices. (*Mostly false. The location is correct, but the "facts" are mere fancy.*)
6. The best markets in the region are to be found in Prigwort, a day's journey to the west. Their ales rival those of Orbswallow. (*True.*)
7. Avoid the haunted moor of man-tombs to the south-west. (*True.*)
8. An old and greatly respected moss dwarf — Limbly, Master of Locks — dwells in a burrow to the east (hex 1605). He knows every lock within Dolmenwood and can coax them to open and close as he wishes. (*True.*)
9. An oracle dedicated to the clay-god Mbonbre lives in a hidden grotto in the woods to the north. He has powers of healing and may be consulted in times of need. (*True, though the oracle is a moss dwarf and is only likely to welcome visits from others of his kind.*)
10. The faces in the wooden gate along the road to the south (hex 1407) are the spirits of moss dwarfs entrapped there by an evil sorceress in days of yore. Only her ghost, which wanders Dolmenwood enchanting mortal folk, can release them. (*Utterly false.*)

## 1406 — The Golden Wood

*In this hex, random encounters with fairies are more common. If an encounter with a non-fairy is rolled, the referee should roll again (only once).*

In the northwestern half of this hex, the trees are festooned, in all seasons, with orb-like growths of fungus which emit a soft, golden glow, day and night. (At night, the ambient glow of the fungi is equivalent to the light of the full moon.) This region is known to local folk as *the golden wood* and has a (rightful) reputation as being a favoured haunt of fairies of all kinds.

In fact, seven portals to the Fairy realm of Whyforth (domain of the Earl of Yellow — see *The Fairy Lords of Dolmenwood*, in *Wormskin* issue six) are hidden in the wood and it is here that the Earl's servants come and go between Dolmenwood and the Fairy Otherwold. The portals are concealed by illusion, but may sometimes be spotted:

- A mortal experiencing an extreme of emotion (madly in love, religious rapture, abject terror, etc) has a 3-in-6 chance of spotting one of the portals when travelling through this hex.
- True fairies (that is, not demi-fey) — including elves and grimalkin — have a 2-in-6 chance of noticing the presence of one of the portals.
- Spells of true seeing or detection of illusions reveal the presence of the portals.

When the illusion concealing a portal has been pierced, it may be perceived as a yellow-varnished door, complete with shiny brass knob and knocker, in a natural hole or arch of some kind (a hole in the roots of a tree, beneath the intertwined branches of two willows, in a gap between two rocks, etc). Whatever their apparent size in the mortal world (some seem to be no more than two feet high), it is possible for a knight on horseback to pass through these portals. The doors are not locked and may be used freely by those who see them. Those who do not see them cannot be made to do so, but can be pushed or dragged through.

*continued overleaf*

Mortals who perceive a portal to Whyforth (whether they enter it or not) must save versus spells or be forever stricken with a longing to leave the fields that we know and get lost in Fairy. Mortals who step into Whyforth without an invitation from the Earl are in grave danger: a saving throw versus spells must be made, with failure resulting in a transformation into a flowering plant (the portals in Whyforth are situated in beautiful, natural gardens of semi-sentient plants which may, at times, speak).

## 1407 – The Wenchgate

Here, the flat plains and farmlands that surround Castle Brackenwold (visible upon a hill to the southeast) give way to the great forest, Dolmenwood. The Horseye Road — a major trade route in and out of the wood — follows the edge of the forest before plunging into its depths at the very northwest corner of this hex. It is at this point that a curious landmark — a natural gateway, known as the “Wenchgate”<sup>1</sup> — stands astride the road. The gate is formed of the living trunks and branches of dozens of trees, woven and melded together to create a natural archway (about 30’ high, wide, and long) above the road. The lower portions of the trees which form the gate have been carved, over centuries, with the names, initials, and love declarations of hundreds of passers-by. Above this scrawl, a profusion of quizzical wooden faces can be seen, peering down at travellers. It is common for the faces of the Wenchgate to speak, addressing travellers with their own names, in the common Woldish tongue, and wishing them well within the eaves of the forest.

It is here that many newcomers to Dolmenwood are granted their first taste of the queer atmosphere that haunts the place.

.....  
<sup>1</sup> The name “Wenchgate” presumably originates with the local name for dryads — “wood wenches”.



# 1506 – The Grey Vorpall Monolith and the Dung Heap

## The Grey Vorpall Monolith

A small area of bogland lies in the east of this hex. On clear days of high summer, an Otherworldly phenomenon manifests here: the form of a great monolith, 20' high, outlined in grey light (as of dusk), appears in the centre of the bog. The monolith is incorporeal but has the following magical interactions with the material world:

- A saving throw versus spells is required by all who view the monolith. Occult types gain a +2 bonus. Failure indicates that the character is afflicted with a curse of delusion (e.g. believing oneself to be of a different sex or race, fervently claiming that the Duke of Brackenwold is a devil, etc).
- In the monolith's presence, illusions are made real. There is a 2-in-6 chance of creatures created in this way being hateful of the one who summoned them to reality.

## Woodgrue Dung Heap

Adventurers travelling through the south of this hex are likely to notice an acidic stench drifting on the wind. The source of this miasma is a great mound of guano, 50 yards across, created by the woodgrues of this region of Dolmenwood, who (for reasons which they keep to themselves) travel from miles around to relieve themselves on the communal heap.

There is a 50% chance of encountering 1d4 **woodgrues** (see *Monsters of the Wood*) nearby. At night, there is also a 1-in-4 chance of a woodgrue revelry (2d6 individuals) taking place here.

## 1507 – Norstone

Deep in the quiet calm of the airy beech woods in this hex, a wide glade overrun with sighing grasses may be found. Even to one of utterly mundane mind, this place has an odd air: it feels dreamy, welcoming, and yet also somehow forbidding. Spell casters (of all kinds) and fairies gain a deeper sense of something being wrong or unnatural about this glade. Spells which detect magic, invisibility, or dimensional warping will note a 20' dome of magical energy at the centre of the glade. Once thus detected, the dome may be touched, revealing a shimmering, silver door which leads into a parallel dimensional space.

### The Parallel Glade

Entering the door in the invisible dome, one appears at the edge of an Otherworldly glade of remarkable similarity to that in which the dome stands. The key differences are:

- The glade is surrounded by mists. Entering the mist causes one to reappear in the real world, beside the door in the dome.
- In the Otherworld, this glade is always veiled in night, lit by the full moon.
- At the centre, where the invisible dome is located in the real world, stands a great, square monolith of red/purple-striated stone — 20' tall and 8' to a side. This is the Norstone.

Anyone setting foot within the glade will attract the attention of the **audrune** (see *Monsters of the Wood*) Morthgwail, who is tasked with guarding the stone. There is a 50% chance of him being present (invisible) in the glade and 50% chance of him arriving from Dolmenwood within 1d3 turns (he wanders the surrounding woods, living in the wilds without domicile).

### Norstone

This monolith is a nodal along the ley line named Hoad, which cuts a north-westerly path through Dolmenwood. When touched by a magic-user of 7th level or higher, the stone begins to thrum and vibrate and to exude a violet plasma in which babbling, spectral faces form. These spectres speak in the Ancient Drunic tongue and may be conversed with, revealing secret rituals for the manipulation of astral spaces (magic practiced and coveted by the audrune).



## FROM LANKSHORN TO DREG



### 0910 – Golokstone and the House of Aethogrym

The road between Lankshorn and Dreg winds its way through the centre of this hex, passing along the bottom of a shallow, sandy ravine known to locals as "the Ditchway". At several points along the road, travellers may notice the warning sign of the Drune's presence (an owl in flight with pentagrams in place eyes) carved into trees or rocks beyond the southern edge of the road.

#### Golokstone

A mile to the south of the Ditchway, surrounded by dense, tangled forest and a maze of circuitous paths, the nodal known as Golokstone lies at the centre of a glade of lofty silver birches. The nodal takes the form of a 10' square slab of yellow sandstone ringed with twelve 5' high menhirs. All the stones are covered with time-worn carvings of boars' heads crowned with thorns. The central slab is split down the middle, although this injury does not affect its magical potency.

Peering inside the crack in Golokstone, one sees two things: firstly, along the sides of the stone, an inscription, in large Drunic script, reading "Scry, drune, all Dolmenwood spread wide. Speak, drune, voice of the aegis."; secondly, in the depths of the crack, a fathomless vista of swirling black and purple mists dotted with glinting points of silver, like stars. Casting *augury* (or similar spells of divination) while gazing into the vista brings about a trance, lasting for 1 turn, wherein the spell-caster has a vision of Dolmenwood in its entirety and may choose to zoom into one hex, gaining an insight into the hidden features there. Uttering words in the Drunic tongue into the vista opens a channel of communion to the Drune aegis (see *Wormskin* issue five).

*continued overleaf*



Golokstone is guarded by the **audrune** (see *Monsters of the Wood*) Aethogrym who has seeded the growth of a multitude of monstrous, 4' high, fly agaric toadstools in the glade surrounding the stones. It is not possible to access the stones without disturbing the mushrooms. The woods which surround the stones are also guarded by servants of the Drune (e.g. **bramblings** — see *Wormskin* issue five). Trespassers will not go unnoted.

**Monstrous Fly Agarics (12)**: HD 3, AC 8, Att 1 × spore cloud (hallucination), Mv 0, MI 12, AI N, XP 65. Anyone coming within 5' of the toadstool will trigger it to release a cloud of spores. A save versus poison is required. Those who fail the save experience a series of vivid, religiously-tinged hallucinations for 1d6 turns. (The referee may play out PCs' hallucinations, describing a series of outré visions, or may treat the effects as being similar to the confusion spell.)

## The House of Aethogrym

The **audrune** Aethogrym maintains a compact cottage in the south of the hex, where he dwells with his wife Maedred and their daughter Pollith. The cottage exists in a dream-like semi-time wherein spring always reigns and blossom drifts through the air. The paths around the cottage are enchanted such that it cannot be found by the unaided; only by following one who knows the secret ways can the cottage be located. The paths are further protected, in several places, by *guardian kilnlings* (see the **drunewife** description in *Monsters of the Wood*), placed by the **drunewife** Maedred.

Aethogrym himself is often absent, wandering the ways of the forest and the leys. Maedred remains in the cottage, weaving, singing, and potting. The braithmaid<sup>1</sup> Pollith roams the woods of this hex, singing haunting, partially magical songs.

.....  
1 The daughters of drune are known as *braithmaids* and have their own secrets, which they learn from their mothers. Some marry into the Drune, becoming drunewives, while others choose to forgo marriage and become witches.

## 0911 – Shub’s Nanna

In a crooked cottage beside a rushing brook of dark water dwells the goat-crone known in local folklore as Shub’s Nanna. This epithet is not inaccurate, as the crone is a favoured servant of Atanuwe, the Nag-Lord (commonly known as Old Shub), being responsible for keeping his larder stocked with human children. To this end, the Nag-Lord has granted the crone seven **silver-skinned goblins**, who live with her and act as servants. She keeps a sleigh beside her cottage, bedecked with deerskins and driven by five silver-eyed **she-goats** who graze the bracken of the surrounding woods. If touched by one other than its mistress, the sleigh shakes and screams.

The crone’s allegiance with Atanuwe, the Nag-Lord, has elongated her lifespan and granted her occult powers beyond those which she natively wields:

- Under her guidance, the sleigh is capable of travelling up to sixty miles in a night and may carry up to four passengers, in addition to the crone.
- She also knows the secret of travel along the astral pathway described in Dolmenwood by the ley line Lamm. In this manner, the sleigh and its passengers may travel incorporeally to any destination along the ley line in a matter of minutes. It is in this way that she visits the Court of the Nag-Lord (hex 0904).
- She is aware of any who call her name — *Leeleeglablea*<sup>2</sup> — upon a moonlit night within the area of the Dolmenwood hex map. In response, she may dispatch a number of her goblin servants to the location of the one who called. The goblins appear within 1d6 turns and may return to their mistress at will, disappearing into mist within three rounds.

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

*continued overleaf*

.....

<sup>2</sup> This is not her true name and knowledge of it grants no special power over her.



**Shub's Nanna:** HD 6+4\*\*, AC 5 (only harmed by silver or magic), Att 1 × whip (1d6+2 — 10' reach) or 1 × gaze (charm), Mv 120' (40'), Ml 9, Al C, XP 980. The gaze of Shub's Nanna may bring a mortal under her thrall (save versus spells). Her whip is a +2 magical weapon, woven from the hairs of elf maidens.

**She-Goats:** HD 2+1\*, AC 7 (jumpy), Att 1 × butt (1d6), Mv 120' (40'), Ml 9, Al N, XP 47. Anyone hit by a butt attack must save versus spells or be overcome with maniacal laughter for 1d3 rounds, unable to attack.

**Silver Goblins:** HD 2\*, AC 7 (DEX), Att 1 × dagger (1d4) or 1 × fangs (1d3 + sleep), Mv 120' (40'), Ml 9, Al C, XP 29. The goblins' bite has the effect of the spell sleep (save versus poison to resist).

## 1009 — Buried Titanic Skull

A little-used road winds north-south through this hex, connecting the marsh of Hag's Addle (hex 1008) with the Ditchway (hex 1010) and the Falls of Nyf (hex 1112). To the west of the road is located a perfectly domed hillock, 300 yards across, rising 200' up out of the otherwise flat terrain. Around the base, a layer of earth — supporting straggling trees and grasses — clings to the sides of the hillock, but above 50' it is bare, smooth, and bone-white. The hillock is, in fact, the skull of a giant of such enormous proportions as no longer walk the earth; it has lain here for countless ages and the Dolmenwood has grown up around it.

Spells which detect the remains of the dead will go off the scale, if cast in this hex — the caster must make a CON check or fall unconscious for 1d10 minutes. Spells which allow communion with the dead may provide a glimpse into ancient days before the dominion of man.

Enterprising characters may conceive of burrowing into the skull/hillock. The bone is as tough as iron and 20' thick. Who knows what may lie within the titan's skull, untouched since the earliest days?

## 1010 — The House of the Harridwn

Half-way across the hex, the Ditchway meets a smaller, lesser-used path leading from north to south. To the north, the path is noticeably more overgrown. An old signpost at the crossroads indicates the following: “N: Hag’s Addle, S: The House of the Harridwn (Lodging), E: Dreg (Ferry), W: Lankshorn (Lankston)”. To the south, the road heads straight for several miles, before veering south-east and heading to the Falls of Nyf (hex 1112).

About a mile along the southern road, a small, homely inn stands at the roadside. The sign above the front door depicts a horde of welcoming children dressed as pages, in maroon livery.

### The Common Room

Inside, the place is cramped but cosy, with a roaring fire in the small, ironwork hearth, in colder months. The proprietors are two elderly sisters — Mallowyn and Trellyde Occland — with flowing, silver hair and eyes twinkling with youthful mischief. Located along a minor byroad, the inn is little frequented; it is likely that adventurers who enter will be the only guests.

### Services

The following services are available:

- Lodging for 25cp per night, in a tiny, quaintly appointed private room.
- Stabling and feeding of mounts in a small barn for 4sp per night.
- Common tavern fare (see Wormskin issue two).
- Buttered currant buns for 3cp each.
- Local ale (“Hameth Foam”) for 1sp a pint.



## The Guest Rooms

The guest rooms are situated along a winding hallway up a wonky, creaky stair. Here something curious may be noted: there are seemingly dozens of guest rooms, occupying far more space than the inn's apparent size, when viewed from outside.

## Nightly Visitors

The inn's guest rooms are haunted by the ghosts of several children. The following happenings may occur in the night (as the referee wishes):

1. A small boy — Tom — rolling marbles down the hallway.
2. A teenage waif, Mildred, knocking on doors and making lecherous advances.
3. The infant Greta falling down the stairs and crying.

If inquiries are made with the landladies, they claim that the children are here with another guest, Mr Rumbelow. No sign can be seen of this man or his children, in daylight hours. Especially curious PCs may discover a glade of gravestones behind the barn. Several bear the name Occland, but graves for Tom, Mildred, and Greta Rumbelow are also present.

## 1011 – Brydging Ring



Here the Dolmenwood gives way to a pleasant landscape of rolling hills, extending for some leagues to the south. Three-hundred yards into the wood, through an area overgrown with brambles, may be found a ring of tall standing stones, clad with white-leaved ivy. Locals know this place as Brydging Ring and speak of it as a place accursed and bewitched.

At the centre of the ring of stones is a mound of human remains — primarily bones, but possibly a fresher corpse as well, rended limb from limb. It is here that a group of seven **antler wraiths**

(see *Monsters of the Wood*) sacrifice their captives. The victims are stripped of all their clothing and possessions, which are buried at the base of an ominous boulder some way to the east. In addition to rotting clothes and travellers' gear, the following treasures may be unearthed:

- Coins totalling 4,980cp, 1,023sp, 993gp.
- A silver ring, engraved with a wyrm (30gp); a pendant shaped like a mermaid, with pearls for breasts (400gp); a platinum locket, with a portrait of the goatlord Malbleat (400gp).
- A belt of shining fishskin, with a buckle of silver thorns. The belt is of fairy make and bestows the ability to blend into a crowd (10 or more people) and not be clearly recalled. The owner is also cursed so as to not be able to reliably remember his or her own name.

Digging here summons the antler wraiths within one turn.

## III O — The Port of Dreg and Shantywood Isle

Sitting at the widest point of the River Hameth is the village of Dreg, a major stopping point on the river trade that connects the regions to the north and south of Dolmenwood, via Quogg's Creek, Fort Vulgar, Lake Longmere, and the Hameth.

The people and places of Dreg and Shantywood Isle will be described in greater detail in a future issue of *Wormskin*.

### Dreg

A rough port-town and fishing village on the marshy banks of the Hameth, Dreg has a seedy reputation as a haunt for thieves, smugglers, charlatans, and rascals of all stripes. This reputation is made only worse (in the eyes of right-minded outsiders) by its proximity to the pleasure island, Shantywood (see below). Dreg is the easiest place to get a ferry from one side of the River Hameth to the other (this costs 1sp).

Aside from its profusion of public houses and gambling dens, Dreg is known for its fine sausages, made from the flesh of the swine kept in the bogs to the north of the village.

Beside the port, built upon a pier above the river, is a mouldering, wooden church, dedicated to St Wick<sup>3</sup>.

*continued overleaf*

.....  
<sup>3</sup> St Wick is the patron saint of ferrymen and amputees. He worked as a bargeman, taking passengers across a great lake and entertaining them with parables along the way. When a heathen knight became angered and beheaded the saint, it grew right back and he continued preaching.



*Shantywood Isle and the River Hameth as seen from Dreg*

## Shantywood Isle

A cliff-sided island that divides the River Hameth for nigh half a mile. Coves at the northern and southwestern edges of the island give access, via steep stairways, to the island's interior and the fabulous Chateau Shantywood — a manor of ill-repute (hence one of the most popular destinations of travellers in the region) run by the seductive and ruthless Madame Shantywood. Boats are not permitted not land directly on the island, but barges (piloted by busty maidens) ferry passengers to and fro from Dreg and the Woodcutters' Encampment (in hex 1109).

By a quirk of legal history, the island is technically an independent country and has the right to arbitrate its own laws (in practice, the law is dictated by the whims of Madame Shantywood). Although the Madame has no legally recognised position in Dreg, she practically runs the port, due to her economic influence. This leads to an uneasy relationship with the mayor of Dreg.

## Rumours

Adventurers may hear some of the following tales on the lips of the barge-men, swineherds, rogues, and pleasure-seekers in Dreg and Shantywood:

1. A young witch-maid haunts the woods to the south of the Ditchway, where the sign of the owl is found. Her songs fill the tangled glades with woe. (*Partially true. Tales such as this refer to Pollith the Braithmaid, daughter of the audrune Aethogrym, hex 0910.*)
2. If you drink the tea at the snail-tent to the south, be sure to keep an eye on what the proprietor slips into the brew — he is known to “enhance” patron's beverages with mischievous herbs. (*False.*)
3. Avoid the accursed glades around Brydging Ring, by the edge of the forest to the southwest, where it is said that wraiths lurk. (*True.*)
4. Madame Shantywood procures her eternal youth by selling the souls of young men to unscrupulous fairies. (*False on all counts.*)
5. Travellers leaving Dolmenwood along the road to the south of the Woodcutter's Encampment often stop at Smadling's to sample his excellent teas and rest a while. (*True.*)

*continued overleaf*

6. The inn along the Nyf-road, to the south-west, is run by a pair of hags who practice witchcraft and kidnap those guests whose faces they do not like. (*False.*)
7. The Watchers gather on auspicious nights at a place to the north-west known as Bone Hill. (*False; though the location and nature of the hill is somewhat accurate.*)
8. An ancient ring of standing stones of great occult potency lies to the south of the Ditchway. It is jealously guarded by a sorcerer who is master of slimes and mushrooms. (*Partially true. The nature of the warden is misconstrued.*)
9. Madame Shantywood has ambitions that extend beyond her isle. She has taken to hosting private parties for local aristocrats in an attempt to entangle the unwary in her web of intrigue. (*True.*)
10. The folk of Prigwort, to the north, are known — much to the chagrin of the brewers of Dreg — to brew the finest spirits in Dolmenwood. This is a result of the aid of fairies, whom the brewmaster of Prigwort marry their daughters to. (*Partially true. The suspicion of fairy meddling in Prigwort is widespread, but invariably results in exaggerated rumours such as this.*)

## IIII — The Tea Tent and the Dreaming Snail

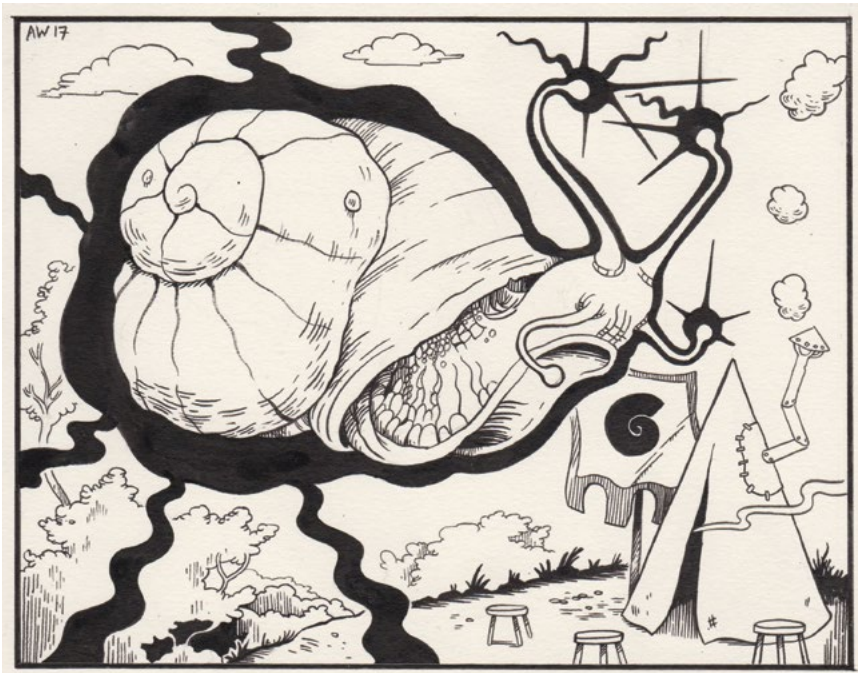
A well-frequented roadway (known only as the “north-south road”) follows the course of the River Hameth atop its cliff-edged east bank, connecting the Woodcutters’ Encampment (hex 1109) and the Falls of Nyf (hex 1112). At the southernmost point in this hex, the canopy of Dolmenwood opens out, revealing charming views of the river, the falls, and the rolling downs to the south and west. Travellers with some degree of psychic sensitivity (the psionically blessed or magic-users of 5th level or above) may experience flash images of snail-covered bodies when traversing this stretch of road. These emanate from the **giant psionic snail** (see *Monsters of the Wood*) which lies in a century-long slumber, curled in its shell, in the woods to the north.

## The Tea Tent

At the point at which the road clears the trees, a wide area of grass is found, upon which a bright pink, conical tent is erected. A snail-emblazoned banner flaps outside and smoke chuffs merrily from a stovepipe. In clement weather, wooden stools and benches may be seen arrayed outside the tent.

Inquiring within, one finds a rotund fellow with slimy skin, a wiry moustache, and a preposterous hat brewing copper vessels of tea atop a cast iron stove. He goes by the name of Smadling Borotrope and is invariably delighted to chat with travellers and offer them a cup of his refreshing brew (2cp a mug). Staying, resting a while, and enjoying at least two mugs of the tea has a remarkably recuperative effect upon weary travellers (heal 1hp). On an average day, there are 1d6 other travellers present.

The tent and its proprietor, while they appear real to those who encounter them, are, in fact, psychic projections of the giant snail. Should spells such as *detect illusion* be used in the vicinity of the tea tent, its quasi-real nature will be revealed. *Dispel magic* would cause the scene to vanish and awaken the snail.





# MONSTERS OF THE WOOD



In this issue, we're starting to use a slightly different format for monster write-ups, as follows:

- Monsters' special abilities are marked with one or more asterisks next to the Hit Dice rating, in line with the standard B/X format.
- A *Languages* stat line is added, giving an easy overview of how the monster communicates.
- In order to reduce the verbosity of Dolmenwood monsters, the lists of example encounters and lairs will no longer be provided. This decision makes the monster references more concise — easier to reference and allowing us to pack more monsters into each issue of the zine.

One or more of the following annotations may also appear beside a monster's name, indicating that it is a member of a standard category of monster, with attendant special abilities:

- (F) *Fairy*. Iron weapons inflict double damage. Immortal (unaffected by ageing magic).
- (DF) *Demi-fey*. Iron weapons inflict double damage.
- (+X) Can only be harmed by magical weapons with a +X or greater attack bonus.
- (S) Can only be harmed by silver or magical weapons.
- (U) *Undead*. *Sleep*, *charm*, and mind control ineffective. Can be turned by clerical characters.



# Antler Wraith (S)

**HD:** 4+2 \*\*

**AC:** 5 (mistlike)

**Attacks:** 1 × clawed grasp (1d10 + 1d3 CON drain)

**Move:** 120' (40')

**Morale:** 9

**Number Appearing:** 1-6: abroad (2d4), 7-8: lair (empty — but summoned if tampered with)

**Alignment:** C (E)

**Intelligence:** Silent and ruthless

**Size:** M (6' tall)

**XP:** 290

**Languages:** None, but appear to understand Woldish and Old Woldish

**Possessions:** None

**Hoard:** B/XXI (eerie / remains of victims)

Sinister, looming humanoids, cloaked in ragged black, with stag-skull heads (featuring a full set of antlers) and bony claws. Antler wraiths haunt rings of old standing stones, servants of grim, forgotten gods. They seek out warm-blooded sentients whom they drag to their stone rings for sacrifice.

Antler wraiths only manifest at nighttime — coalescing out of mist. At dawn (or upon death), they evaporate once more. However, tampering with their standing stones or unearthing their treasure hoards (the remains of their victims, carefully buried nearby) will summon antler wraiths within one turn, even during daylight hours.

**Turnable:** Antler wraiths are not undead but can be turned by clerics, as 6HD monsters.

**Life draining touch:** In addition to hit point damage, the touch of an antler wraith drains 1d3 points of CON. This damage can only be healed by divine magic: *bless* heals one point, *restoration* heals all drained points.

## Traits

1. Wields a scythe or ancient longsword (damage as per touch)
2. Utters a single, sinister word, mantra-like
3. Skull wreathed in blue flame
4. Glinting, black jewels in eye sockets (500gp each, cursed)
5. Antlers draped with shrivelled human intestines
6. Shrieks upon sight of living souls

# Audrune

**HD:** 6 \*\*\*\*

**AC:** 6 (hexes)

**Attacks:** 1 × astral sword (1d8 + 2)  
or 1 × spell

**Move:** 120' (40')

**Morale:** 9

**Number Appearing:** Solitary; no lair<sup>1</sup>

**Alignment:** N (E)

**Intelligence:** Penetrating

**Size:** M

**XP:** 1,320

**Languages:** Woldish, Drunic

**Possessions:** Trinkets (occult), U/  
VI (occult), platinum torc (350gp)

**Hoard:** C/XX (occult), N/IX  
(occult), O/VII (occult)

A member of the Drune cult who is devoted to warding the standing stones and ley lines of Dolmenwood, keeping non-drune away. The order of the audrunes is strictly limited to one member per nodal stone in Dolmenwood (a total of 14 individuals). As all drunes, they are male and clad themselves in thick woollen cloaks as black as night, when abroad. Whether encountered by happenstance or deliberately sought out, they are defensive and wily and seek only to manipulate others to their own ends.

**Sorcery:** Typically, an audrune has the following spells memorized: *charm person*, *invisibility*, *dispel magic*, *dimension door*, *cloudkill*, *summon shadow*, *death spell*, *invisible stalker*.

**Astral travel:** If threatened, an audrune encountered (as is typical) close to the course of a ley line is able to disappear into the Otherworld, entering the astral pathway marked by the line.

## Traits

1. Face and hands daubed phosphorescent aquamarine
2. "Jaw" of bestial teeth strapped over mouth
3. Belt of fox tails
4. Wears another's face: the mummified skin of an ancestor
5. Onyx goggles, opaque but apparently do not hinder vision
6. Reeks of ultraviolet lavender and appears semi-insubstantial

<sup>1</sup> As the number of audrunes in Dolmenwood is strictly limited, their dwellings are specifically noted in the hexes where they occur (in the vicinity of nodals). It is not possible to randomly encounter an audrune lair.

# Crookhorn Goatman

**HD:** 2+1\*

**AC:** 8 (unarmoured) / 6 (brigandine)

**Attacks:** 1 × bite or butt (1d6) or 1 × spear / cudgel (1d6)

**Move:** 120' (40')

**Morale:** 8

**Number Appearing:** 1-6: abroad (1d12), 7-8: lair (4d20)

**Alignment:** C(E)

**Intelligence:** Brutish

**Size:** M

**XP:** 47

**Languages:** Caprice, Woldish (basic commands and obscenities; 1-in-4 is fluent)

**Possessions:** Trinkets (chaotic), Q/II (chaotic)

**Hoard:** B/XXI (chaotic)

Feral, disease-ridden, bent-horned beastmen who roam the northern regions of Dolmenwood as pillagers, brigands, and burners of villages. Many are in the thrall of the Nag-Lord Atanuwe, either as paid soldiers and lackeys with specific jobs or simply with the “blessing” of Old Nine-Legs to roam freely and wreak havoc where they will. Crookhorns delight in the capture, torture, debasement, and (inevitably) roasting of other sentients.

**Disease:** Anyone who comes into close contact with a crookhorn (including being bitten or butted by one) must save versus poison or be afflicted by a nasty infection (roll 1d4):

1. **Eye leprosy:** In the first week, one eye clouds over. In the second week, it blackens, now completely blind. After three weeks, it turns to ooze.
2. **Goat-rabies:** the greatly feared “goat-froth”. Victims lose one point of WIS or INT (at random) each day. When either score hits 2, the victim starts frothing at the mouth and becomes violently insane.
3. **Mange:** infuriatingly itchy parasites which burrow under the skin, causing hair to drop out.
4. **Pubic lice:** an infestation of horrid, itchy, highly embarrassing crabs. (Yes, a goatman’s bite can transmit crabs. Better not to ask how.)

## Traits

1. Blind in one eye, milky white and oozing
2. Patchy fur and flaking, grey skin
3. One horn snapped off
4. Crazy coloured fur (orange, red, purple) — unclear whether natural or dyed
5. Speaks with a sinister lisp, giggles maniacally
6. Bellows, gurgles, rolls eyes madly

# Drunewife

**HD:** 3\*

**AC:** 9

**Attacks:** 1 × broom or cudgel (1d4)

**Move:** 120' (40')

**Morale:** 9

**Number Appearing:** 1-6: abroad (1), 7-8: lair (1) (2-in-6 chance of a kilnling)

**Alignment:** N

**Intelligence:** Crafty

**Size:** M

**XP:** 65

**Languages:** Woldish, Drunic (basic)

**Possessions:** Trinkets (rustic or occult), U/VI

**Hoard:** V/VII, N/IX

Women-folk of the Drune; a breed apart from the common folk of Dolmenwood. Drunewives have long, straight hair of raven hue, and complexions of cream or moonlight. Their voices are high and clear and they practice the inherited crafts of herbalism, pottery, and song. Their songs are, in part, enchanted and are known as notions. Their kilns also hold magical powers, being used in the construction of minor clay golems called kilnlings.

**Notions:** Once per day, a drunewife can sing a special incantation that has one of the following effects on 2d6 Hit Dice of creatures within earshot: *sleep*, *charm person*, *invisibility* (this targets the drunewife, but only deceives those beguiled by the song). The drunewife must sing for at least one minute for the notion to take effect. Targets may save versus spells to resist.

## Traits

1. Densely freckled
2. Beaming and buxom
3. Frail and waif-like
4. Hair in long plaits to the waist
5. Blind, rheumy eyes, but apparently unhindered
6. Moves without sound; surprises 4-in-6 (XP value 80)



## Kilnlings

As noted above, there is a 2-in-6 chance of a drunewife being accompanied by (or in the proximity of) a kilnling — a 1' high, pot-bellied humanoid figurine of clay, formed by her own hands and imbued magic and rudimentary. The following types of kilnling are the most common:

1. **Guardian:** Acorns for eyes. When placed beside a road, the kilnling's guardian magic is activated. Any who cross its path unbidden must save versus death or be transformed into clay. If the save succeeds, the kilnling shatters, letting out a piercing cry (audible within 240') before its demise.
2. **Sneak:** Conkers for eyes. Able to creep at 60' (20'). Escapes from sight 4 times out of 6. May be sent to spy and report back to its mistress, whispering in her ear.
3. **Defender:** Eyes of coal. With a command word from its mistress, the kilnling explodes. This causes 2d6 damage to all within 10' (save versus breath attacks for half).

# Giant Snail—Psionic

**HD:** 6\*\*\*

**AC:** 2

**Attacks:** 1 × psionic blast (see below)

**Move:** 90' (30')

**Morale:** 9

**Number Appearing:** Solitary, no lair

**Alignment:** N

**Intelligence:** Dreamy

**Size:** L (10')

**XP:** 1,070

**Languages:** Telepathic projection

**Possessions:** None

**Hoard:** None

Gargantuan snails with brightly-hued bodies (violet, purple, or pink) and shells of swirling orange and green. Psionic giant snails live for many centuries and spend much of their time in the astral Otherworld, feeding on ley line energy. They enter the mortal world, upon occasion, in order to forage for special herbs and fungi or to (rarely) sleep. A sleeping psionic snail may drift in fertile dreams for centuries, its shell becoming host to a wild variety of psionically enhanced mosses and mushrooms. In this state, the snail's psionic ability may remain active, its dreams intruding upon reality (up to a mile distant).

Adventurers sometimes seek out a specific psionic snail to consult its deep (but somewhat abstruse) knowledge on particular regions of the Otherworld or the doings of other beings in that realm.

**Project images:** The snail may cast *spectral force* at will and may cast *project image* and *phantasmal monsters* twice per day each.

**Psionic blast:** The snail may direct its psionic power into another the mind of another within 60'. The victim must save versus spells (psionically capable characters gain a +4 bonus) or suffer 1d6 damage. If the attack succeeds, the snail may continue to attack the same target in subsequent rounds, doing automatic damage increasing by +1 per round, to a maximum of 1d6+4.

## Traits

1. Shell glows incandescent green
2. Humanoid faces on each of its eye tentacles
3. Writhing, purple tentacles around mouth
4. Golden halo of pulsing, psychic energy
5. Sings beautiful, virtuoso operas
6. Leaves a trail of evaporating ooze with potent, psychedelic properties

# Giant Snail—Rapacious

**HD:** 6\*

**AC:** 2

**Attacks:** 1 × bite (1d8)

**Move:** 90' (30')

**Morale:** 8

**Number Appearing:** Solitary, no lair

**Alignment:** N

**Intelligence:** Minimal

**Size:** L (10')

**XP:** 570

**Languages:** None

**Possessions:** None

**Hoard:** None

Slimy, shelled molluscs which glide slowly through the dank glades of Dolmenwood, munching on vegetation and anything fleshy which crosses their path. Rapacious giant snails are sometimes captured and used as mounts, though the necessary training requires great patience or magic.

**Engulf:** A character hit by the snail's bite attack must save vs paralysis or be dragged under its slimy, undulating body. Once engulfed, each round the character suffers 2d6 crushing damage and may make a STR or DEX check to escape.

## Traits

1. Pointy, striped shell
2. Three eye stalks
3. Leaves a trail of fluorescent slime
4. Paralysing bite: muscles lock up for 1d6 rounds, if save failed. (XP 820)
5. Semi-transparent. Surprises 4-in-6. (XP 820)
6. Jet black, oozing orange slime

*The AC rating of giant snails takes account for the hardness of the shell and the speed with which the body can withdraw inside when threatened.*

# Moss Dwarf

**HD:** 1\*

**AC:** 9 (clothing) or 7 (pinecone armour)

**Attacks:** 1 × weapon (1d6) or 1 × unarmed (1d2)

**Move:** 120' (40')

**Morale:** 7

**Number Appearing:** 1-4: abroad (1d6), 5-8: lair (5d8)

**Alignment:** N (G)

**Intelligence:** Somewhat slow

**Size:** M (4')

**XP:** 13

**Languages:** Woldish, Moss dwarf

**Possessions:** P/I, Q/II, Trinkets (rustic)

**Hoard:** C/XX

Squat, brown-skinned demi-humans with mossy hair and beards and beady black eyes. Moss dwarfs live in small, isolated communities in gloomy, dank, forest dells. Their symbiotic relationship with fungus and moulds makes moss dwarfs renowned brewers of ale and fermenters of swine-cheese. Typically, unarmed villagers are encountered — these

attack as normal men. In larger settlements or when encountered abroad, some individuals may be armed with slings and axes.

**Fungal immunity:** Immune to harmful effects of fungi and moulds (including monstrous varieties and spells).

**Knacks:** Most moss dwarfs possess a minor magical affinity known as a knack. (Moss dwarf knacks are usually classified by wizards as simple cantrips.) See *Wormskin* issue one for examples.

## Traits (*fertile flesh*) Traits

- |  |  |
|--|--|
| 1. Eyes furred over with orange fungus                             | 1. Pack full of stinky swine-cheese        |
| 2. Ears grown larger than the hands                                | 2. Curious, bendy hat of red felt          |
| 3. Miniature tree growing from one ear                             | 3. Goes about his/her work butt naked      |
| 4. Long, mossy hair and beard, filled with tasty, edible mushrooms | 4. Necklaces of dried mushroom caps        |
| 5. Skin covered in slimy green jelly                               | 5. Dainty gloves and booties of birch-bark |
| 6. Beard and hair wet with yeast-froth                             | 6. Speaks in a high-pitched wheeze         |



# Witch

**HD:** 5\*\*\*\*

**AC:** 5 (hexes)

**Attacks:** 1 × silver dagger (1d4) or magic (see below)

**Move:** 120' (40')

**Morale:** 9

**Number Appearing:** 1-4: abroad (1),  
5-6: abroad (1d4+1 or 2d6, at night),  
7-8: lair (1)

**Alignment:** N

**Intelligence:** Perceptive

**Size:** M

**XP:** 870

**Languages:** Woldish

**Possessions:** Trinkets (eerie), Q/II

**Hoard:** V/VII, N/IX

Human women who have sworn their souls to the service of one of the wood-gods of Dolmenwood — ancient entities of semi-divine power which lurk in the Otherworld around or beneath the forest, feeding on the blood, sexual energy, and dream-stuff of their mortal servants.

Their aims are obscure, but it is known that they gather beneath the moon to conduct their strange worship and to work magic. In folklore, witches play an indefinite role, variously portrayed as depraved practitioners of human sacrifice, lustful seductresses (for they are said to be eternally shapely and young), and ministers of potent charms and cures.

**Spells:** A witch may cast the following spells once per day: *charm person*, *augury*, *remove curse*.

**Bound powers:** Furthermore, witches have magical abilities dependent on the wood-god to which they are bound, as described on the following pages.

## Traits

1. Heavily pregnant.  
A sinister hissing emanates from her belly
2. Emaciated and blood-stained
3. Enchantingly beautiful, face tends to shift between different forms
4. Old and bent, crawls with great agility
5. Eyes of pure black; otherworldly gaze
6. Skin slick with iridescent oil

*continued overleaf*

## Ertta the Devouring Mother

*Wind riding:* On windy nights, the witch is able to drift into the sky and travel through the air. By riding the currents, the witch can travel anywhere within Dolmenwood in 1d6 hours. There is a 50% chance of coming down to earth in a hex neighbouring the desired destination hex.

*Curse of the open sky:* Once a week, the witch may bring down the curse of Ertta upon a single target, who must save versus spells. If the save fails, the next time the victim is beneath the open sky, there is a 4-in-6 chance of them being struck by lightning (6d6 damage, no save).

*Frost touch:* The witch's touch, in combat, inflicts frost damage of 1d3 points. The target must also save versus paralysis or begin to turn to ice, losing one hit point per round for a further 1d12 rounds. A victim reduced to 0hp, in this manner, freezes solid.

## Hasturriel Thrice-Crowned

*Secret name of Hasturriel:* Spoken by a witch in her service, the name of the wood-god has the effect of the spell fear upon beings of 6HD or less. (Knowledge of the name's written form provides immunity to this effect.) The name may be uttered at most once per day.

*Evil eye:* Thrice per day, the witch's gaze may inflict a *curse* (per the spell).

*Metamorphosis:* Once per encounter, the witch may change her outward appearance, as per the spell *doppelgänger*. Once a week, a full *polymorph self* is possible.

## Limwdd the Quiet Brother

*Meld into earth:* Once each day, the witch may curl into a ball and descend, seed-like, into the earth. This process takes one turn. In this state, the witch needs no physical sustenance and is in a form of stasis, though she retains an awareness of events on the ground above her. She can remain in this state for up to a month.

*Clay doppelgänger:* The witch can craft a clay double of any mortal whom she has set eyes upon. The crafting takes one full day and may only be done one time in a month. The doppelgänger is finished at dusk, coming to life and taking on the outward appearance of the person it mimics (though it must be clothed by the witch). It lives until dawn. The witch may give the construct whatever task she wishes. To a casual observer, it looks exactly like the person copied. Close contact reveals a slick wetness about its skin. It cannot speak but may moan and shout. The doppelgänger has IHD.

*Rejuvenating immolation:* Once per week, the witch may build a pyre and ritually immolate herself. When the fire dies down, the witch, whose skin is now charred and ashen, rises from the embers. She is healed of all damage, disease, and poison. Her skin returns to its normal state the following morn.

*The witches and their patrons will be discussed in greater depth in a future issue of Wormskin.*

# Woodgrue (DF)

**HD:** 1\*

**AC:** 8 (fur)

**Attacks:** 1 × club or throwing dagger (1d4) or 1 × unarmed (1d2)

**Move:** 90' (30')

**Morale:** 8

**Number Appearing:** 1-4: abroad (1d6), 5-6: lair (3d6)

**Alignment:** N

**Intelligence:** Tricky

**Size:** M (3-4')

**XP:** 13

**Languages:** Woldish, Sylvan, Woodgrue

**Possessions:** Trinkets (fairy)

**Hoard:** C/XX (fairy)

Woodgrues are demi-fey, bat-faced goblins, fond of darkness and revelry. Their heads and chests are covered in soft, downy fur, though the rest of the body resembles that of a little man or child. Skilled with all manner of woodwind instruments, woodgrues tend to be frivolous creatures who find humour in the darkest of places and subject matters.

Woodgrues have an inescapable reputation as pranksters and trouble-makers. When house fires occur, it is common to blame a woodgrue, even when no culprit or evidence can be found. Despite this, woodgrues are (cautiously) welcome in the towns of Men, though rarely seen outside the bounds of the Wood. They live in family groups of 5-15 members, preferring to sleep in trees and gather their food from the forest (they are excellent foragers). They hide their hoards in cunning locations, under rocks or high in tree branches.

**Dark vision:** Can see normally in all but absolute darkness.

**Hiding:** When hiding in the woods or in shadows, there is a 3-in-6 chance of a woodgrue going unnoticed. They also have an aptitude for hiding objects in infuriatingly tricky places. Given a minute, a woodgrue can hide a small object (1' around or smaller) in a cunning location. The rules for searching for secret doors apply when searching for an item thus hidden.

## Traits

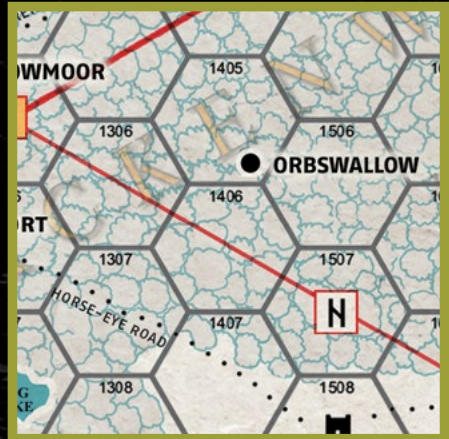
1. Twitchy, wobbly ears
2. Purple nose and lips
3. Wiry mohawk
4. Dressed in dapper tweed, with a monocle
5. Chitters with excitement and mirth
6. Frilly bonnet





DRIGBOLTON  
& SURROUNDS

EAST of  
PRIGWORT



From LANKSHORN  
to DREG