

DOLMENWOOD



ADVENTURE AND PERIL IN FAIRYTALE WOODS

Monster Book

DOLMENWOOD

Monster Book

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Part One

Monsters of Dolmenwood



*“**M**onster” is such a vague and misleading term. It’s the kind of word you find thrown about in tavern tales and Pluristine Church dogma. As someone who’s been called this pejorative term more than once, let me tell you quite plainly that it means nothing more than something the one who dares speak it wishes were dead. That’s not to say that what most common folk would call a monster isn’t dangerous. Quite the contrary. There are dark and terrible things in the shadows of Dolmenwood who see folk as nothing more than prey to be stalked or playthings to be toyed with. But if you’re foolish enough to dismiss them as a simple “monster” then you’re playing right into their hands.”*

—Whoopla Hogslapper, woodgrue magician

Denizens of the Deep, Dank Woods

The weird beasts, fickle fairies, and strange spirits that inhabit Dolmenwood.

This book details a horde of monsters that may be encountered in the twisted woods, stinking swamps, and desolate moors of Dolmenwood. It forms an indispensable reference for running campaigns and adventures in the setting.

WHAT'S IN THIS BOOK?

Part 1: Monsters of Dolmenwood

A brief introduction to the book and the game statistics used to describe monsters.

Part 2: Bestiary

87 weird, wondrous, and horrifying creatures for use in Dolmenwood games, some inspired by fairy tale and folklore, others Dolmenwood variants of classic fantasy creatures, and many entirely new. All are presented with a colour illustration, easy-to-read game statistics, and tables providing quick encounters, random traits, and more.

Constructs: Artificial beings created by magic of one kind or another. They often serve powerful spell-casters as minions and guardians.

Demi-fey: The descendants of fairies whose ancestors settled in the mortal world. Some retain their sentience, but many have devolved into monsters.

Dragons: The four types of dragon-like wyrms that lair in Dolmenwood.

Fairies: Otherworldly travellers who make jaunts into Dolmenwood for their own inscrutable purposes.

Monstrosities: Miscellaneous monsters, including chimeric horrors, magical beasts, and creatures of Chaos.

Mortals: Mortal folk of various Kindreds, including breggles, mosslings, crookhorns, Drunes, and witches.

Plants, fungi, and oozes: Mobile plants, fungi, and gelatinous monstrosities that lurk in the dank places of Dolmenwood. Some are sentient, with their own alien desires, while others are ravenous monsters that prey on lost travellers.

Undead: Accursed spirits and restless corpses that haunt the deserted ways of Dolmenwood.

Part 3: Appendices

Adventurers: Standard stat blocks for adventurers of all 9 Classes, including typical equipment and spell selections. Stat blocks for individuals of Levels 1, 3, and 5 are provided.

Adventuring parties: A detailed procedure for generating NPC adventuring parties operating in Dolmenwood, with a mix of all Kindreds and Classes. Includes tables of Lawful, Neutral, and Chaotic quests that NPC parties may be undertaking.

Everyday mortals: Various types of non-adventuring mortals that may be encountered on the road, including fortune-tellers, pedlars of strange wares, and pilgrims.

Animals: 53 mundane animals, from familiar woodland creatures such as wolves and bears to unique Dolmenwood fauna such as gobbles and gelatinous apes. Included are game animals, insects, spiders, and worms—many of gigantic and threatening proportions.

Monster rumours: Lists of rumours relating to the creatures in the bestiary section of this book (half true, half false).

Monster creation: Guidelines on creating new monsters for Dolmenwood games, including tables for determining monster XP values, Attack ratings, and Save Targets.

Inside Covers

Encounter tables: Encounter tables and the basic rules for encounters are provided inside the book's front cover.

Creature lists: Lists of creatures by type (e.g. Animals, Fairies, Mortals, etc.) and by Level are provided inside the book's back cover. These lists are eminently useful for Referees creating their own adventures in Dolmenwood, and include all the creatures in this book.

REQUIRED BOOKS

The Dolmenwood Player's Book: The game's core rules, along with an introduction to the lore of Dolmenwood and the procedures for creating and equipping Player Characters.

The Dolmenwood Campaign Book: An exhaustive tome detailing the secrets and lore of Dolmenwood, for Referees who wish to run campaigns in the setting.

OTHER BOOKS

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



Book Title Acronyms

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

DPB: The *Dolmenwood Player's Book*.

DCB: The *Dolmenwood Campaign Book*.

Creatures and Factions

The following creatures are associated with one of the seven major factions in Dolmenwood (see *Factions and Powers*, *DCB*).

Atanuwë: Centaur—bestial, Cobbin, crookhorn, harpy, harridan, ogre, unicorn—corrupt.

Cold Prince: Banshee, elf—courtier (may serve the Cold Prince), elf—knight (may serve the Cold Prince), yick-erwill.

Drune: Brambling, Drune—Audrune, Drune—Braithmaid, Drune—Cottager, Drune—Drunewife, wicker giant.

Human nobility: Knight.

Longhorn nobility: Breggle—longhorn, breggle—shorthorn, devil goat, knight.

Pluristine Church: Cleric, friar.

Witches: Manikin, witch.

Monster Statistics

The various statistics, entries, and tables by which creatures are described.

The creatures in **Part Two: Bestiary** are described using the standard format explained here. See the *DPB* for full details on game statistics.

1. HEADER

The creature's name, followed by brief notes on its basic form, appearance, and behaviour.

2. DESCRIPTORS

Size

Small, Medium, or Large. Small creatures are smaller than human-size, Medium creatures are around human-size, and Large creatures are larger than human-size.

Type

Animal, Bug, Construct, Demi-Fey, Dragon, Fairy, Fungus, Monstrosity, Mortal, Ooze, Plant, or Undead. Certain spells or magical effects only work on creatures of specific types.

Intelligence

In order from lowest to highest intelligence: Mindless (follows a single mode of behaviour), Animal Intelligence (instinctual), Semi-Intelligent (instinctual with inklings of culture or language), Sentient (human-level intelligence), or Genius (above normal human intelligence). Certain spells or magical effects only work on creatures of a specific intelligence.

Alignment

Lawful, Neutral, Chaotic, or Any. If Any is listed, the Referee may choose or roll the Alignment of each individual.

3. GAME STATISTICS

Level

An indication of a creature's power and the overall danger it presents, equivalent to a character's Level.

Armour Class (AC)

The creature's ability to avoid damage in combat.

Hit Points (HP)

The dice rolled to determine an individual's Hit Points.

Average: The average Hit Point value is listed in parentheses. This may optionally be used instead of rolling for each individual's Hit Points.

1

Boggin

Amphibious monstrosities (10' tall) with frog-like limbs and a huge matting of hair-like pondweed concealing a grotesque, leering face. Lurk in pools, lakes, and mires.

2

MONSTROSITY—SENTIENT—CHAOTIC

3

Level 6 AC 14 HP 6d8 (27) Saves D9 R10 H11 B12 S13

4

Skills 2 groping hands (+5, 1d4 + grab)
muck rake (+5, 1d12)

5

Speed 40 Swim 40 Morale 8 XP 520

6

Encounters 1d6 (25% in lair)

7

Behaviour Cruel captors, man-eaters, slow-witted
Loon-like gibbering. Basic Woldish, Boggin
Sessions None

8

Hoard C3 + R3 + M3 + earthen and ores (1d10 × 100gp)

Dark sight: Can see normally without light.
Amphibious: Can breathe air and water.
Grab: Anyone hit by both of a boggin's hands in the same Round is dragged beneath its reeking mane of weed. The victim is trapped and may not act, but may **Save Versus Hold** each Round to escape. In the meantime, the boggin attempts to drag the victim to its underwater lair.
If killed: The flesh of a boggin dissolves into sludge.
Sludge mines: Boggins mine lake-beds for ores and clay.
Prey on sentients: Boggins ply the water's edge in search of blooded sentients to drag down to their lair. 4-in-6 are dismembered and consumed; the remainder work in the sludge mines.
Amphibious vomit: The putrid, green vomit of a boggin, when caked around the mouth and nose of a land-dwelling humanoid, grants the ability to breathe underwater for 1 day. A boggin produces 2 doses of the substance per day. A dose of the vomit is worth 100gp, if bottled.
Origin: Long ago, a magician tried to create companions of great beauty and wisdom. The magic went awry and instead created boggins, hateful and grotesque. They slew their creator, took over his subaquatic manse (see hex 0707, DCB), and spread throughout the waters of Dolmenwood.

9

ENCOUNTERS

10

Emerging from a pool to chase 1d3 shorthorns (p29):
flesh, covered in pondweed, fleeing captivity.

11

2 Lurking in a muddy pool, only the tops of their heads protruding. A **Drune Cottager** (p35) perches in a willow tree and promises payment (in the form of charmed locals) in return for six barrels of "hush sludge".

12

3 Sneaking through a bed of reeds, approaching a group of 3d4 anglers (p10) who sit around a fire, drinking and singing merrily, unaware of the impending danger.

13

4 Dragging themselves from a muddy pool which is dried up or frozen, moaning plaintively. The monsters will not live long out of water.

14

LAIRS

15

1 A well shaft, submerged in a pond. An old woman (everyday mortal—p10) is bound in weeds at the bottom of the well. She spends her days tunnelling in the pitch dark.

16

2 An underwater mud dome. Swimming captives (everyday mortals—p10) tend colonies of fish and molluscs. The boggins serve a supra-intelligent giant catfish (p15).

17

3 A maze of subaquatic caves in the bedrock of a lake. Captives (everyday mortals—p10) support a mining operation tied to unscrupulous traders on the surface.

18

4 A cavern in the side of a pool. The boggins live peacefully—preying only on fish—led by 2d4 crystaloids (p29) who speak of philosophy and the stars.

19

TRAITS

20

1 Dead tree branches arranged like antlers.

21

2 Weed-hair full of squirming worms and tadpoles.

22

3 Rows of pendulous teats.

23

4 Long, lumpy tail, ending in a tuft of pondweed.

24

5 Sickening, rotting stench.

25

6 Adorned with necklaces of human bones.

26

7

27

Names: 1. Drregl, 2. Gorgrgl, 3. Hodgelgr, 4. Lrrkrodge, 5. Rredgreig, 6. Slrrgreip.

Save Targets (Saves)

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

Attacks

The attacks the creature can use each Round, with the Attack bonus and inflicted damage (or other effect) in parentheses.

Alternative attack routines: Square brackets are used to distinguish between alternative attack routines that a creature may choose from each Round.

Speed

The creature's Speed, representing the number of feet it can move each Round.

Morale

The creature's likelihood to persist in battle. Morale Checks are described under **Combat—DPB**.

XP Award (XP)

The party XP award for defeating the creature.

Individual Variation

The Alignment, behaviour, and speech listed present typical traits of creatures encountered in Dolmenwood. These are provided as a quick guide for the Referee to run engaging encounters, but do not represent the traits of *all* individuals of that type of creature. The Referee should tailor the Alignment, behaviour, personality, and characteristics of each individual as desired.

4. ENCOUNTERS, BEHAVIOUR, AND TREASURE

Encounters

Creatures may be encountered either in their lair (i.e. nest, dwelling, encampment, etc.) or wandering abroad. The number of creatures typically encountered abroad is listed.

Chance in lair: The chance of creatures of this type being encountered in their lair is listed in parentheses.

Lair encounters: Up to 5 times as many individuals may be encountered in the creatures' lair.

Behaviour

Notes on the creature's general demeanour and mindset.

Speech

Describes the way the creature speaks or the sounds it makes.

Languages: The languages the creature speaks are listed following the description.

Possessions

Items and treasures carried by the creature on its person (or shared between a group of creatures).

Trinkets and comestibles: Optionally, sentient creatures have a 2-in-6 chance of carrying a random trinket, 1d6 smokes of a random pipeleaf, or a dose of a random common herb or fungus. See the *DPB*.

Hoard

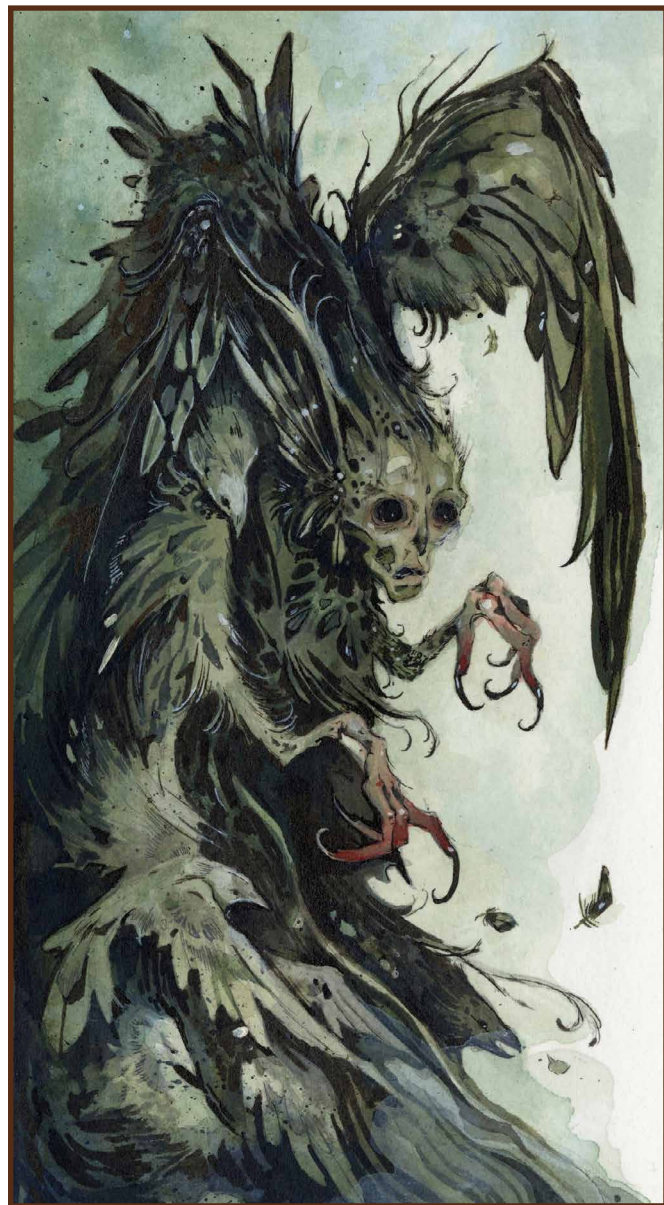
Items and treasures found in the creature's lair.

Letter codes: Indicate a standard treasure type, listed as an initial and a number: C(oins), R(iches), M(agic). See *Placing Treasure—DCB*.

Smaller groups: If the number of creatures in a lair is below average, the Referee may proportionally reduce the amount of treasure present.

5. NOTES

Any special powers or mechanical traits of the creature are described below the main stat block. Further details on their behaviour or lore may also be provided.



6. FLAVOUR TABLES

Traits

A table listing some possible details of the creature's appearance or behaviour, for inspiration when describing the monster to players.

Distinctive individuals: When multiple creatures of the same type are encountered, distinguish each individual by rolling a trait on the traits table.

Encounters and Lairs

Tables provide some quick inspirational seeds for encounters with the creature abroad or in its lair. The suggested encounters and lairs describe fairly specific situations, and each should, in general, only be used once in a campaign.

7. NAMES

A few example names are listed for sentient creatures that use personal names.



Part Two

Bestiary

*“**O**h, you’re back! Wonderful! Deary me, we’ll worry about that arm later. Don’t be such a baby. It’s only a flesh wound. Tell me what you ran into this time. A bog corpse? No, I’ve already got record of those poor, shambling bastards. You didn’t drink from a mould oracle’s cauldron did you? Sorry, foolish question. Did you meet a devil goat? No, you seem entirely too coherent for that. Oh, redcaps was it? Well that explains the head wound and why your sword scabbard is empty and your boots are missing. That foot isn’t looking too good now that I get a closer look...”*

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

Antler Wraith

Sinister spirits made manifest as looming humanoids, cloaked in black, with stag-skull heads and bony claws. Servants of grim, forgotten gods, doomed to haunt rings of standing stones.

MEDIUM UNDEAD—SEMI-INTELLIGENT—CHAOTIC

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Clawed grasp (+3, 1d10 + life drain)

Speed 40 **Morale** 9 **XP** 180

Encounters 2d4 (75% in lair)

Behaviour Ruthless, hateful, avaricious

Speech None. Understand Woldish and Old Woldish

Possessions None **Hoard** C4 + R4 + M1

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Dark sight: Can see normally without light.

Life drain: The touch of an antler wraith drains 1d3 points of Constitution. A character reduced to 0 Constitution dies and cannot be raised. Constitution damage can only be healed by holy magic: *Bless* heals 1 point.

Sinister silence: Within 60' of an antler wraith, sound is hushed and speech feels as if it disturbs something best left in peace. Characters casting spells have a 2-in-6 chance of failure (the spell is removed from memory as if cast).

Dormant during the day: During hours of sunlight, antler wraiths are dormant, manifesting only as a cold mist around the stones they guard. If their stones or treasure hoards are tampered with, they manifest fully, coalescing out of the mist.

Sacrificial victims: Antler wraiths seek out warm-blooded sentients whom they drag to their stone rings for sacrifice. Sacrificed victims are buried in the vicinity of the stone circle, along with their possessions and treasures.

ENCOUNTERS

- 1 Dragging a **young hunter** screaming through the undergrowth. **2d3 bloodhounds** (see *Hounds—DPB*) bay wildly in defence of their owner, but are too terrified to approach the wraiths.
- 2 Slowly encircling a group of **2d4 grave diggers** (everyday mortals—*p110*) who stand rigid with fear beside the wraiths' half-unearthed hoard.
- 3 Preparing to sacrifice **2 young noblewomen** (everyday mortals—*p110*), bound at the centre of a stone circle. Their escort, a knight, lies bleeding and dead nearby.
- 4 Battling **2d3 Drune Cottagers** (*p35*) who are attempting to drive the wraiths from their stone circle. The Drunes wield a golden skull whose radiance repels the wraiths.



TRAITS

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

LAIRS

- 1 A single giant (20' high) obelisk of black stone streaked with veins of blood red. The earth around the stone is ashen and nearby plant-life is withered and blackened.
- 2 A ring of blood-daubed boulders at the marshy base of a dismal, overgrown valley. Skeletons of stags line the valley—the animals come here to die.
- 3 A 15' high spire of white marble upon a lonely, mist-wreathed island amid a murky pool. The spire is carved with time-worn images of human sacrifice.
- 4 An imposing ring of 5 dolmens, festooned with trailing moss and strings of human skulls. At the centre of the ring is a 10' deep pit filled with mist and an eerie blue radiance. The wraiths' victims (and their treasures) are cast into the pit. Anyone climbing down must **Save Versus Spell** or be reduced to terrified babbling for 1d6 days.

Banshee

Drifting, incorporeal shades of frost elf ladies cruelly slain in ancient wars with mortals.
Haunt desolate moors and hills, seeking vengeance on the living.

MEDIUM UNDEAD—SENTIENT—CHAOTIC

Level 7 **AC** 19 **HP** 7d8 (31) **Saves** D8 R9 H10 B11 S12

Attacks Touch (+6, 1d8 + chill) or wail (death)

Speed 50 **Morale** 10 **XP** 1,980

Encounters 1 (10% in lair)

Behaviour Coldly brilliant, bitter, vengeful

Speech Rasping whisper. High Elfish, Old Woldish

Possessions None **Hoard** C6 + R7 + M4

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysisation*, *Dominate*).

Immunities: Only harmed by silver weapons, magic, or magic weapons. Unharmed by cold-based attacks.

Incorporeal: Can pass through walls, doors, and other solid objects.

Dark sight: Can see normally without light.

Chill touch: The victim loses 1 Strength per hit, dying if Strength is reduced to 0. Lost Strength is recovered at dawn.

Wail (once a night): All within 30' must **Save Versus Doom** or die. Usable only during the hours of darkness.

If killed: Before evaporating into mist and vanishing forever, the banshee curses her slayer to meet their doom. Unless the curse is removed, the character automatically fails their next Saving Throw against a deadly effect (e.g. death, petrification, poison, etc.).



TRAITS

- 1 Seductive, youthful beauty.
- 2 Throat slit. Icy, blue blood drips from the wound.
- 3 Sings forgotten ballads in an otherworldly soprano.
- 4 Spectral skin wreathed with frost and patched with moss.
- 5 Scent of ancient floral perfumes.
- 6 Nearby plants rime with crackling frost.

ENCOUNTERS

- 1 Gazing at her reflection in a pool, sobbing, then screaming in rage at the sky.
- 2 Closing in on a **lone friar** (Level 3—**p106**) quaking behind a tree, impotently holding forth his holy symbol.
- 3 Drifting out of a chilling mist hanging over a reed-choked pond. **1d3 anglers** (**p110**) huddled on the shore are oblivious to the impending danger.
- 4 Hovering above a peat bog, whispering with a flock of ravens perched in a gnarled tree—a **gloam** (**p46**) in flock form. The gloam brings word of approaching travelers—mortal souls for the banshee to slay and corpses for the flock to pick over.

LAIRS

- 1 The rotting remnants of an ornate wooden carriage, half submerged in a bog alongside the skeletons of 2 fairy horses. The banshee reclines on the decaying seats, dreaming of ancient days.
- 2 A lonely tower, now crumbling and overgrown. The banshee dwells alongside **3 giant spinning spiders** (**p118**), whose sticky webs fill the tower.
- 3 A pool of dark water in which the faces of dead warriors can be seen.
- 4 A glade of crooked silver birches in which black flowers bloom. The banshee has reassembled the bones of her companions' corpses, as well as her own, and lain them in state amid the blossoms.

Barrowbogy

Waif-like fairies (3' tall) with saggy, wrinkled skin. Carry pots or jugs on their shoulders in place of heads. Lair in barrow mounds, riddled with tunnels extending into fairy roads.

SMALL FAIRY—SENTIENT—ANY ALIGNMENT

Level 3 **AC** 13 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks 2 scratches (+2, 1d4)
or 2 bramble darts (+2, 1d4, range 20'/40'/60')

Speed 40 **Morale** 9 **XP** 40

Encounters 2d6 (25% in lair)

Behaviour Sharp-witted, wild, tricksome

Speech Tinny voice emanating from head-pot.
Sylvan, Woldish (1-in-3 chance)

Possessions None

Hoard C4 + R4 + M1 + 4d20 pots or jugs

Cold iron: As fairies, barrowbogeys suffer 1 extra point of damage when hit with cold iron weapons.

Dark sight: Can see normally without light.

Curse dwelling (once a day): A barrowbogy can curse a dwelling, causing all within to be stricken with shaking, boils, and warts—losing 1 Constitution, 1 Charisma, and 1 Dexterity (**Save Versus Doom** to resist). The curse may be cured by magic (e.g. *Remove Curse*, *Hex Weaving*) or by eating a porridge cooked in the pot stolen from the shoulders of the fairy who placed the curse.

If killed: A barrowbogy's pot shatters instantaneously to dust.

Pots and pies: Barrowbogeys cherish pies and earthenware vessels (they do not produce their own). They may be appeased by such gifts, and occasionally creep into villages to steal them from mortals.

Relationship with undead: Barrowbogeys cohabit, on occasion, with undead. The two parties tend to simply ignore each other.



TRAITS

- 1d4+2 pots, precariously stacked on shoulders.
- Cheeky, grinning face painted on head-pot.
- Teapot-head. Pours and drinks cups of steaming tea.
- Croaks like a frog.
- Wears pots on feet and hands, like shoes and mittens.
- Hops on all fours, leaps, and tumbles.

ENCOUNTERS

- 1 Arguing over who has the right to the largest slice of a freshly baked blackberry pie which lays on the ground between them.
- 2 Attacking a **washerwoman** (everyday mortal—*p110*) beside a small stream, attempting to steal her cauldron. The woman fights back with a broom.
- 3 Groping around unable to see, pots tumbled into a nearby ditch. (Another creature—which may be nearby—got the bogeys into this state.)
- 4 Spying on a **trysting couple** (everyday mortals—*p110*) bathing in a pool, pointing greedily at their picnic spread upon the banks.

LAIRS

- 1 An ancient warren-home, delved by an unlikely consortium of foxes, moles, and rabbits. The bogeys act as advisors to the animals.
- 2 Tiled passages delved into the side of a muddy, root-riddled bank. The bogeys excavate the ruins of an ancient village close by, providing them with an excellent supply of antique pots.
- 3 A lonely burial mound shared with the warrior who was interred there, now risen as a **wight** (*p89*).
- 4 A tunnel-bored mound of earth and stone excavated in old times from a nearby mine. The bogeys' treasure consists of mined ores and nuggets.

Basilisk

10' long, many-legged, serpentine lizards, feared for their petrifying gaze. Dwell in caverns, ravines, and tangled woods

LARGE MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 6 **AC** 15 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks Bite (+5, 1d10) and gaze (petrification)

Speed 20 **Morale** 9 **XP** 520

Encounters 1d6 (40% in lair)

Behaviour Languid, curious

Speech Gravelly hissing

Possessions None **Hoard** C9 + R5 + M10

Surprise: Anyone surprised by a basilisk automatically meets its gaze, if within 30'.

Petrifying gaze: Anyone within 30' meeting a basilisk's gaze must **Save Versus Hold** or be permanently turned to stone.

In melee: Unless averting their eyes or using a mirror, characters in melee are affected by a basilisk's gaze each Round. Averting eyes in melee incurs a –4 penalty to Attack Rolls against the basilisk and a –2 AC penalty against the basilisk's attacks. Fighting by looking in a mirror incurs a –1 penalty to Attack Rolls against the basilisk.

Reflection: A basilisk's reflection is harmless to others, but perilous to the basilisk itself. If a basilisk sees its own reflection, it must **Save Versus Hold** or be petrified. If the reflection was viewed in a mirror, it shatters on a successful save.

See invisible: Basilisks' sight extends into spiritual realms, allowing them to perceive the invisible.

Rock eating: Basilisks crush and consume petrified victims in their powerful jaws.



TRAITS

- 1 Midway through shedding skin.
- 2 Inflatable vocal sac in throat.
- 3 Cobra-like hood that expands when threatened.
- 4 Small vestigial wings.
- 5 Bloody tears spill from eyes.
- 6 Preceded by the scent of petrichor.

ENCOUNTERS

- 1 Coiled and camouflaged amidst foliage that hangs overhead, ready to slowly lower onto whatever unsuspecting prey passes by next.
- 2 Fighting with **1d4 cockatrices** (p27) over the petrified remains of an adventuring party. A single survivor is pinned beneath the stone bodies of his fallen friends, hidden for now.
- 3 Pursuing a panicking group of **1d6 crystaloids** (p29), desperate to snack on their crunchy limbs.
- 4 Entwined around the petrified body of another basilisk, emitting a distressed hiss. A shattered mirror lies nearby.

LAIRS

- 1 A cliff face pockmarked with tubular caves. Inside, basilisks nurse clutches of fresh eggs.
- 2 An ancient holy site, reduced to ruin and overtaken by the surrounding wood. A single, untouched statue of a woman stands in a place of honour.
- 3 The branches of an enormous oak. The tree has been hollowed out and turned into a home by a blind **Drunewife** (p36), who treats the basilisk as a pet.
- 4 Long abandoned mining tunnels. **2d4 vampire bats** (p112) have recently taken up residence and begun stealing the basilisks' prey, leaving them ravenous.

Black Tentacles

Masses of writhing, suckered, black tentacles (10' long) that lurk in boggy waterways, stinking mud pools, and lightless caverns, seeking to enwrap and strangle warm-blooded creatures.

LARGE MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 **AC** 15 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 6 tentacles (+3, 1d4 + throttle, 10' reach)

Speed 20 **Morale** 10 **XP** 180

Encounters 1d4 (no lair)

Behaviour Relentless, brutal

Speech None

Possessions None **Hoard** None

Surprise: When black tentacles are submerged in a body of water or mud, opposing side has a 4-in-6 chance of being surprised.

Eyeless: Can act normally in light or darkness.

Amphibious: Can breathe air and water.

Reach: The monster's attacks may be directed at multiple opponents within 10'.

Throttle: Once it hits, a tentacle holds on, tightens its grip, and attempts to throttle or drown the victim. The victim suffers 1d4 automatic damage each Round, until the tentacle is severed (see below) or the monster is killed.

Severing tentacles: A natural 19 or 20 Attack Roll indicates that one of the monster's tentacles has been severed. The number of attacks it can make per Round is reduced by one. Severing all 6 tentacles kills the monster.

Sustenance: Black tentacles absorb nourishment from the decomposing bodies of their victims.



TRAITS

- 1 Straggly, hand-like appendages at ends of tentacles.
- 2 Water around the monster bubbles and roils.
- 3 Contact leaves black stains for 1d6 days.
- 4 Covered in rubbery nodules.
- 5 Reeks of carrion.
- 6 Tentacles ridged with malicious, purple eyes.

ENCOUNTERS

- 1 Slowly, carefully emerging from the murk, preparing to grab a **woodgrue** (p94) fishing from a tussock.
- 2 Dragging a whinnying **blessed unicorn** (p85) into a sludgy pool, tentacles tightly wrapped around the poor creature's flanks, belly, and neck.
- 3 Splashing up great cascades of muddy water, writhing in agony at the shrill, eerie song of 2d3 **witches** (p90).
- 4 Tentacles raised into the air, swaying gently to worship the 20' tall monolith that emerges from the bog. Beneath streaks of algae and fronds of pondweed, a multitude of eyes can be seen, carved into the stone.

Bog Corpse

Sodden corpses of hapless mortals who died, accursed, in bogs and swamps. Inhabited by the spirits of marsh-fires, they rise to wreak death and jealous vengeance upon the living.

MEDIUM UNDEAD—MINDLESS—CHAOTIC

Level 2 **AC** 11 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Thump (+1, 1d6 + throttle)

Speed 30 **Morale** 12 **XP** 65

Encounters 2d4 (35% in lair)

Behaviour Hateful, savage

Speech Incoherent moaning

Possessions None **Hoard** C3 + R3 + M3

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysis*, *Dominance*).

Dark sight: Can see normally without light.

Throttle: Upon a successful hit with a Damage Roll of 4 or greater, the bog corpse clasps its hands around the victim's throat and begins to strangle them. The victim automatically suffers 1d6 damage per Round until the bog corpse is killed. A victim killed in this way is dragged into the bog and rises the following night as a bog corpse.

In melee: Characters in melee with a bog corpse must **Save Versus Hold** or suffer a –2 penalty to Attack Rolls, hypnotised by the flickering green light burning in the monster's chest cavity.

If killed: The unholy green flame in the bog corpse's chest explodes. All within 10' suffer 1d6 damage (**Save Versus Blast** for half).



TRAITS

- 1 Headless.
- 2 Draped with dank pondweed.
- 3 Covered with crabs and bog-snails.
- 4 Flesh rotted away, almost skeletal.
- 5 Eyes burning with a flickering green light.
- 6 Swollen and leech-ridden.

ENCOUNTERS

- 1 Dragging a freshly suffocated (though not quite dead) **trapper** (Level 1 hunter—*p106*) into a bog.
- 2 Laying in wait in a muddy ditch beside a path.
- 3 Fleeing from a solitary **friar** (Level 1—*p106*), stuck up to his waist in quicksand. His holy symbol, clutched in a quaking hand, has repelled the monsters, for now.
- 4 Two opposing gangs of bog corpses fighting over the freshly slain bodies of three woodsmen, mindlessly tearing them limb from limb.

LAIRS

- 1 The half-submerged ruin of a wooden shack.
- 2 The waterlogged shrine of a long-forgotten saint, now defiled by necromancy. The bog corpses spend much of their time in prayer around the unholy altar, worshipping a grisly, decapitated head which rests there.
- 3 The ruins of an old gaol, slumped into a boggy pool. The bog corpses are trapped in one of the cells, still locked.
- 4 Ritualistic bog-graves. The bog corpses are the victims of ancient sacrifice, buried in the marsh to appease forgotten heathen deities.

Bog Salamander

Translucent white, 8' long, carnivorous amphibians with toothless maws, glassy claws, and bulbous eyes that glow like lambent moons. Creep through the undergrowth in search of prey.

LARGE MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 **AC** 12 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 2 claws (+3, 1d6)

Speed 30 **Swim** 40 **Morale** 8 **XP** 130

Encounters 1d3 (25% in lair)

Behaviour Dull-witted, sluggish with frenzied bursts

Speech Bestial slurping and wheezing

Possessions None

Hoard C3 + R3 + M3 (remains of victims)

Amphibious: Can breathe air and water.

Eye glow: Anyone within 60' seeing the glow of a bog salamander's eyes must **Save Versus Hold** or be bedazzled: -2 penalty to Armour Class, -2 penalty to Attack Rolls against the bog salamander, Speed halved. This state lasts as long as the victim remains in the bog salamander's presence.

Slain victims: Bodies are dragged to the bog salamander's lair and slavered up in its toothless maw.



TRAITS

- 1 Purplish veins and organs visible through skin.
- 2 Coral-like air-gills fluttering around throat.
- 3 Emits a choked gurgling as it hunts.
- 4 Rows of blisters along back, filled with scarlet jelly.
- 5 Slimy, yellow tongue lolling.
- 6 Clamouring, human-like hands.

ENCOUNTERS

- 1 Thrashing around in an algae-choked pool, spawning. The pool is awash with great masses of fist-sized eggs, attached to pondweed with strands of sticky jelly.
- 2 Entranced by an odd, disharmonic tune played on a lute by a prancing **bard** (Level 1—*p104*). The salamanders follow senselessly, their eyes pulsating and tails waving in time with the music.
- 3 Desperately fleeing **2d6 crookhorns** (*p28*), drunkenly loping along behind, throwing barbed spears at the salamanders. The crookhorns barely have the sense to stay out of range of the salamanders' eye glow.
- 4 Dragging a drooling, near-dead **mould oracle** (*p61*) to their lair to be devoured in peace.

LAIRS

- 1 A mud-filled network of burrowed out tunnels in the marshy banks at the edge of a pond.
- 2 Aquatic caves at the base of a pool of black, oily water. The salamanders are used as mounts by a group of **2d4 madtoms** (*p54*) who are blind and immune to the salamanders' hypnotic eye glow.
- 3 Submerged ruins, draped with a latticework of slimy, blue gel exuded by the salamanders. Within the ruins, blackened human skeletons are used as vessels for the salamanders' sticky egg clutches.
- 4 A muddy depression in an area of boggy ground, lined with freshly gathered ferns, marsh grasses, and striated moss (1d6 portions of *Fronhelm*—*DCB*).

Boggin

Amphibious monstrosities (10' tall) with frog-like limbs and a huge matting of hair-like pondweed concealing a grotesque, leering face. Lurk in pools, lakes, and mires.

LARGE MONSTROSITY—SENTIENT—CHAOTIC

Level 6 **AC** 14 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks 2 groping hands (+5, 1d4 + grab)
or muck rake (+5, 1d12)

Speed 40 **Swim** 40 **Morale** 8 **XP** 520

Encounters 1d6 (25% in lair)

Behaviour Cruel captors, man-eaters, slow-witted

Speech Loon-like gibbering. Basic Woldish, Boggin

Possessions None

Hoard C3 + R3 + M3 + earths and ores (1d10 × 100gp)

Dark sight: Can see normally without light.

Amphibious: Can breathe air and water.

Grab: Anyone hit by both of a boggin's hands in the same Round is dragged beneath its reeking mane of weed. The victim is trapped and may not act, but may **Save Versus Hold** each Round to escape. In the meantime, the boggin attempts to drag the victim to its underwater lair.

If killed: The flesh of a boggin dissolves into sludge.

Sludge mines: Boggins mine lake-beds for ores and clay.

Prey on sentients: Boggins ply the water's edge in search of warm-blooded sentients to drag down to their lair. 4-in-6 captives are dismembered and consumed; the remainder are put to work in the sludge mines.

Amphibious vomit: The putrid, green vomit of a boggin, when caked around the mouth and nose of a land-dwelling humanoid, grants the ability to breathe underwater for 1 day. A boggin produces 2 doses of the substance per day. A dose of the vomit is worth 100gp, if bottled.

Origin: Long ago, a magician tried to create companions of great beauty and wisdom. The magic went awry and instead created boggins, hateful and grotesque. They slew their creator, took over his subaquatic manse (see hex 0707, DCB), and spread throughout the waters of Dolmenwood.



TRAITS

- 1 Dead tree branches arranged like antlers.
- 2 Weed-hair full of squirming worms and tadpoles.
- 3 Rows of pendulous teets.
- 4 Long, lumpy tail, ending in a tuft of pondweed.
- 5 Sickening, rotting stench.
- 6 Adorned with necklaces of human bones.

ENCOUNTERS

- 1 Emerging from a pool to chase 1d3 **shorthorns** (p23): naked, covered in pondweed, fleeing captivity.
- 2 Lurking in a muddy pool, only the tops of their heads protruding. A **Drune Cottager** (p35) perches in a willow tree and promises payment (in the form of charmed locals) in return for six barrels of "husk sludge".
- 3 Sneaking through a bed of reeds, approaching a group of 3d4 **anglers** (p110) who sit around a fire, drinking and singing merrily, unaware of the impending danger.
- 4 Dragging themselves from a muddy pool which is dried up or frozen, moaning plaintively. The monsters will not live long out of water.

LAIRS

- 1 A well shaft, submerged in a pond. An **old woman** (everyday mortal—p110) is bound in weeds at the bottom of the well. She spends her days tunnelling in the pitch dark.
- 2 An underwater mud dome. Swimming **captives** (everyday mortals—p110) tend colonies of fish and molluscs. The boggins serve a **supra-intelligent giant catfish** (p113).
- 3 A maze of subaquatic caves in the bedrock of a lake. **Captives** (everyday mortals—p110) support a mining operation tied to unscrupulous traders on the surface.
- 4 A cavern in the side of a pool. The boggins live peacefully—preying only on fish—led by 2d4 **crystaloids** (p29) who speak of philosophy and the stars.

Brainconk

Bright orange, 2' wide, semi-sentient bracket fungi that lurk in treetops. Drop down upon warm-blooded creatures, aiming for the head and the juicy brains on which they subsist.

SMALL FUNGUS—SEMI-INTELLIGENT—NEUTRAL

Level 1 **AC** 13 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Claw (+0, 1d3 + brain slurp)

Speed 30 **Morale** 6 **XP** 20

Encounters 1d8 (no lair)

Behaviour Sneaky, ravenous

Speech Excited squealing. Understand basic Sylvan, but cannot speak

Possessions None **Hoard** None

Surprise: Opposing side has a 3-in-6 chance of being surprised, due to mistaking brainconks for normal bracket fungi.

Brain slurp: Upon a successful attack inflicting 3 damage, a brainconk latches onto the victim's scalp and starts sucking out the brain. In subsequent Rounds, the victim automatically suffers 1d3 damage and a permanent loss of 1 Intelligence or Wisdom (selected at random each Round). A victim reduced to 0 Intelligence or Wisdom dies.

Detaching: Once latched onto a victim's scalp, a brainconk refuses to let go until the victim is dead. Attacks against a latched on brainconk suffer a -4 penalty. A natural 1 Attack Roll against a latched on brainconk hits the victim instead, inflicting normal damage.

Migratory: After feeding, brainconks migrate to a different glade, so that their victims' corpses do not give away their presence.



TRAITS

- 1 Keens and purrs when attacking.
- 2 Tiny human faces (of victims) on upper side.
- 3 Giggles when spotted.
- 4 Upper side striated black.
- 5 Several mouths with tiny, shiny teeth.
- 6 Covered in symbiotic, purple mould.

ENCOUNTERS

- 1 Slowly creeping down the trunk of a great elm, pink drool oozing from their greedy mouth-parts as they eye a troll (p84) sleeping on a moss mound below.
- 2 Slurping out the brains of 4 deceased adventurers. Among the corpses' gear can be found 2d100gp and a coded letter bearing the seal of House Mulbreck. The letter requests a "moss-covered corpse from the Nyf caves" be delivered to Bogwitt Manor.
- 3 Squealing frantically, fleeing a scavenging redslob (p70), dissolving living creatures in the treetops.
- 4 The corpse of a rider and horse lie in a ditch, their brains sucked out through small holes in their skulls. The brainconks lounge sated in the treetops nearby.

Brambling

5' tall thickets of thorny wood and curling bramble, animated into humanoid form by Drune magic. A wicked green fire flickers in their vaguely formed eye sockets.

MEDIUM PLANT—MINDLESS—NEUTRAL

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks 2 bramble claws (+1, 1d6 + entangle)

Speed 30 **Morale** 9 **XP** 35

Encounters 1d4 (no lair)

Behaviour Sneaky, mindlessly follow commands

Speech None. Understand Drunic, but cannot speak

Possessions Binding scroll (see below)

Hoard None

Surprise: In woodland, opposing side has a 4-in-6 chance of being surprised.

Immunities: Suffer half damage from piercing weapons (e.g. spears) and bludgeoning weapons (e.g. maces).

Flammable: Suffer double damage from fire.

Dark sight: Can see normally without light.

Entangle: If a victim is hit by both claw attacks in the same Round, the victim is entangled in brambles and takes 1d6 automatic damage per Round until freed. Entangled victims cannot move but may attack with a -2 penalty to Attack Rolls.

Freeing entangled victims: Requires killing the brambling or a command from a Drune to release the victim.

Binding scroll: At its heart, each brambling bears a scroll of parchment inscribed with Drunic runes. These scrolls bear a minor magical effect (see *Binding Scrolls*) and can be cast by arcane spell-casters able to read Drunic. Each scroll is worth 250gp.



TRAITS

- 1 Crown of thorns.
- 2 Intermingled with pretty wildflowers.
- 3 Thick, charred, stump integrated in torso.
- 4 Beard of holly.
- 5 Bird's nest in chest cavity; may contain a clutch of eggs.
- 6 "Face" covered with bright yellow fungus.

BINDING SCROLLS

- 1 **Greenflame orb.** Conjures a flickering orb of green flame above the caster's head, casting light in a 20' radius for 2 Turns.
- 2 **Invisible object.** Renders a small object (1' across or smaller) invisible for 1 Turn, or until touched.
- 3 **Gloom cloud.** Conjures a befuddling cloud of misty darkness in a 10' radius around the caster. All within the cloud (except the caster) suffer a -2 penalty to Attack Rolls. The cloud dissipates after 1d6 Rounds.

ENCOUNTERS

- 1 Lurking in the branches of a large tree overhanging a brook. The brambblings are tasked to spy on **1d3 elf courtiers** (p37) camping beside the stream.
- 2 Concealed in the tangled undergrowth around a glade wherein a wicker man has been erected. If passersby dare to tamper with the device, the brambblings attack.
- 3 Carrying a wounded, semi-conscious **knight** (Level 1—p106) to the closest nodal stone, under the command of a **Drune Cottager** (p35).
- 4 Clumsily carrying stones and clods of earth to cover over a shallow pit in the woods. Inside the hole is the corpse of an emaciated unicorn, ritualistically bound in silver-threaded rope and strewn with sprigs of thyme.

Breggle—Longhorn

The breggle elite, consisting of haughty nobles and dashing knights. Typically around 6' tall, with spiralled horns of up to 16" in length. Horn length and shape are symbols of status.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 5 **AC** 16 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14

Attacks Weapon (+4) or horns (+4, 1d4+1)
or gaze (obeisance)

Speed 20 **Morale** 9 **XP** 260

Encounters 2d4 (10% in lair)

Behaviour Scheming, haughty, callous

Speech Eloquent, condescending. Woldish, Caprice, Gaffe

Possessions 2d6gp **Hoard** C5 + R2 + M8

Weapons: Longhorns favour longswords (1d8) when on foot and lances (1d6) when mounted.

Armour: Longhorns wear ceremonial plate mail engraved with house sigils. Without armour, they have AC 11.

Gaze (once a day per target): The gaze of a longhorn has the power to charm humans and shorthorns into obeisance. A target that fails a **Save Versus Spell** comes under the longhorn's sway and is unable to harm them (either directly or indirectly) until next sunrise. The holy spell *Mantle of Protection* counters a longhorn's gaze.

Mount: Usually encountered mounted (1d6): 1–4: **Prigwort prancer** (DPB), 5: **charger** (DPB), 6: **devil goat** (p32).

Entourage: 4-in-6 chance of being accompanied by 1d12 **shorthorns** (p23—servants or guards).

Lair: Typically accompanied by 4d8 **shorthorns** (p23—servants and guards).



NOBLE HOUSE AFFILIATION

- 1 **Lord Malbleat.** Dwells in Redwraith Manor, hex 0709.
- 2 **Lord Murkin.** Dwells in Kolstoke Keep, hex 0208.
- 3 **Lord Ramius.** Dwells in Castle Everdusk, hex 0410.
- 4 **Other.** An obscure, lesser house vying for power.

ENCOUNTERS

- 1 Travelling in a horse-drawn carriage, on the way to a ball at the nearest settlement or manor.
- 2 Charging through the undergrowth on horseback, pursuing 2d4 **peasants** (everyday mortals—p110) accused of petty theft.
- 3 Bringing news from one longhorn noble to another.
- 4 Fleeing a fire that is consuming their dwelling, clutching what few valuables they could carry.

TRAITS

- 1 Forward-pointing horns (an especially noble trait).
- 2 Deep red eyes.
- 3 A golden or silver tooth.
- 4 Odd pet: a monkey, sprite, or fanged sheep.
- 5 Wears a monocle.
- 6 Long, lustrous, beautifully groomed fur.

LAIRS

- 1 A small, stone keep atop a low hill, walled with a palisade of wood and thorny creepers.
- 2 A noble villa with walled gardens where herbs and vines are cultivated by downtrodden **shorthorn servants** (p23).
- 3 An area of fenced-in woodland, used for hunting. The longhorns dwell in a wood-gabled hunting lodge at the corner of their land, beside a stable of **fine horses** (DPB).
- 4 A rambling manor house set among exquisitely tended gardens, mazes, and follies.

Breggle—Shorthorn

Members of the breggle lower class, consisting of peasants, servants, hunters, and soldiers. Stand around 5½' tall, with small nub-horns no longer than an inch.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 13 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0) or horns (+0, 1d4)

Speed 30 **Morale** 7 (8 with a longhorn) **XP** 10

Encounters 3d10 (20% in lair)

Behaviour Merry, grudgingly servile

Speech Mellow, rustic. Woldish, Gaffe, basic Caprice

Possessions 3d6sp **Hoard** C1

Surprise: In woodland, opposing side has a 3-in-6 chance of being surprised, due to shorthorns' stealth.

Weapons: Shorthorns favour shortwords (1d6) and spears (1d6).

Armour: Shorthorns wear leather armour. Without armour, they have AC 11.



IN THE SERVICE OF

- 1 **Lord Malbleat.** Dwells in Redwraith Manor, hex 0709.
- 2 **Lord Murkin.** Dwells in Kolstoke Keep, hex 0208.
- 3 **Lord Ramius.** Dwells in Castle Everdusk, hex 0410.
- 4 **No lord.** Outlaw, homesteader, etc.

ENCOUNTERS

- 1 Sitting wounded and forlorn by the wayside, crouched atop a stump. These are the survivors of a larger band; their companions were brutally slain in a skirmish with knights of a rival noble house.
- 2 Crashing wildly through the undergrowth, dragging 2 **convicts** (everyday mortals—*p110*) in rusty chains.
- 3 Ringed around an enraged **boar** (*p113*), sticking it with spears and flaming brands.
- 4 Hiding in bracken, spying on a **longhorn knight** (*p22*), a servant of a rival aristocrat.

TRAITS

- 1 Wears an eye patch.
- 2 Broken or jutting teeth.
- 3 Fur and eyes of midnight black.
- 4 Wooden leg.
- 5 Three-horned.
- 6 Large, misshapen skull with odd lumps.

LAIRS

- 1 A lonely cottage atop a bluff, surrounded with gardens of curly cabbages, gnarled roots, and crab-apples.
- 2 An unruly hog farm in a wooded dell. The shorthorns live in attic rooms above the pigsties.
- 3 A small hamlet amid a thicket of holly trees. Animal pens (pigs, chickens) intersperse the shorthorns' tumbledown cottages. Each house has a cellar where mushrooms are cultivated.
- 4 A turf-roofed log cabin. The shorthorns make their living as hunters, trappers, and tanners.

Centaur—Bestial

10' tall horse/human hybrids corrupted by Atanuwë, with lumpy flesh and jutting fangs. Feverishly hunger after the flesh of sentients—find all other meat repulsive.

LARGE DEMI-FEY—SENTIENT—CHAOTIC

Level 6 **AC** 14 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks [2 hooves (+5, 1d6) and weapon (+5, 1d8+3)]
or bellow (amnesia)

Speed 60 **Morale** 9 **XP** 520

Encounters 1 (25% in lair)

Behaviour Feverish, brutal, furious

Speech Semi-comprehensible bellowing.
Basic Woldish, basic Gaffe, basic Sylvan

Possessions 3d6sp + Chaotic item (see below)

Hoard C2 + R1

Cold iron: As demi-fey, bestial centaurs suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Bestial centaurs wield great spears and axes.

Bellow (once a day): A bestial centaur can let out a hideous, mind-wrenching bellow. All within 30' must **Save Versus Doom** or be stricken for 1d6 days with complete amnesia and Wisdom reduced to 3.

Gifts of the Nag-Lord: Bestial centaurs serve Atanuwë and each bears a gift from its master (worth 250gp). See **Chaotic Items**. Such items, if stolen, can be used by others of Chaotic Alignment, but permanently reduce the user's Wisdom by 1 point per use.

Hatred of music: Beautiful music aggravates bestial centaurs—they must **Save Versus Spell** or flee the source of the music for 1 Turn. If the save succeeds, the bestial centaur is instead driven into a rage and gains a +1 bonus to Attack and Damage Rolls for 1 Turn.



CHAOTIC ITEMS

- Hunting horn.** Once a day, blowing the horn summons 1d4 crookhorns (p28) to aid in 1d6 Rounds.
- Goat-horn dagger.** Once a day, slashing oneself with the blade (1d4 damage) brings on a battle frenzy: +2 to Attack and Damage Rolls for 1 Turn.
- Skull necklace.** Leap up to 60', once a day.

ENCOUNTERS

- Crouched beside a bloodied stream, chewing on the freshly rended limbs of a party of travellers—several humans and a grimalkin.
- Pursuing 1d3 blessed unicorns (p85), intent on butchering them and bringing their horns to the Nag-Lord.
- Attempting to subdue a writhing, speared black bile wyrm (p97) and bind it to a tree with a great, rune-bound chain of cast iron.
- 1d3+1 bestial centaurs in an orgiastic mating frenzy, bellowing and screaming.

TRAITS

- Hairless, indigo skin and flaming, yellow eyes.
- Patchy, white fluff.
- Fronds of writhing, snake-like “hair” upon head.
- Cyclops. Eye pulses green and purple.
- Covered in weeping boils and ulcers.
- Stunted, three-fingered arm protruding from chest.

LAIRS

- A rocky, cave-riddled island amid a sludge-rimmed lake. The centaur lairs in the caves, which it decks with outré sculptures of mud, bone, and guts.
- A forest-cave where fabulous, glowing crystals grow. The centaur spends much of its time gazing at the crystals, in hypnotic communion with the Nag-Lord.
- The ruined shell of an old barn, roofed with branches. Cured skins of animals and humans hang inside.
- A bubbling pool of orange, green, and blue mud. The pool has healing properties (bathers heal 1d6 HP) but is ferociously guarded by the centaur.

Centaur—Sylvan

Jovial yet volatile human/horse hybrids native to Fairy. Famed for their wisdom, love of philosophy, and fondness for capturing and roasting mortals in debauched feasts.

LARGE FAIRY—SENTIENT—NEUTRAL

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks [2 hooves (+3, 1d4) and club (+3, 1d6+2)]
or bow (+3, 1d8, range 70'/140'/210')

Speed 80 **Morale** 10 **XP** 80

Encounters 2d6 (no lair)

Behaviour Wild, jovial, philosophical

Speech Gentle murmuring and wild whinnying.
Sylvan, Woldish (1-in-4 chance)

Possessions Carried by group: 4d20pp + M2

Hoard None

Cold iron: As fairies, sylvan centaurs suffer 1 extra point of damage when hit with cold iron weapons.

Reaction Roll: Sylvan centaurs are of volatile temperament. When encountered, make a Reaction Roll (2d6 modified by Charisma—see *Encounters*, *DPB*) and consult the *Sylvan Centaur Reactions* table to determine their behaviour.

Food, drink, music: Signs of feasting or revelry send sylvan centaurs into a hedonistic rage (as described under *Sylvan Centaur Reactions*).



TRAITS

- 1 Decorated with hunting trophies.
- 2 Clad in wolf-skin.
- 3 Eyes of piercing blue, tangle of black hair.
- 4 Silver-dappled flanks.
- 5 Collection of fantastic hunting and drinking horns.
- 6 Battle-beaten helmet with ornate antlers.

SYLVAN CENTAUR REACTIONS

5 or less	Hedonistic rage. Charging in a wild-eyed frenzy of gleeful violence. Attack all non-centaurs they encounter.
6–8	Merry. Cavorting through glades, joyfully surveying the strange wonders of the mortal world.
9 or more	Contemplative. Engaged in quiet philosophical debate. Discussing matters of the heart with sylvan centaurs for 1d6 hours can lead to great insight: the Referee should inform the players of the likely outcome (either weal or woe) of their current course of action.

ENCOUNTERS

- 1 Feasting on the crispy, roasted flesh of a party of adventurers. The party's gear and treasure (2d100gp) lie strewn nearby. One party member remains alive: a **hunter** (Level 1—*p106*) hides in the bushes, trembling with anguish and rage.
- 2 Navigating a series of stepping stones across a broad pool, accompanied by a skittish young **centaur foal**.
- 3 Carrying the corpse of one of their number, slain by the arrows of a gang of **3d6 thieves** (Level 1—*p107*) who operate a bandit lair in the nearby woods.
- 4 On the trail of a herd of **2d6 shaggy mammoths** (*p117*).

Cobbin

Anthropomorphic animals (2'–3' tall) who build cottages, drink tea, and smoke pipes, just as other sentient folk. Dwell in the Valley of Wise Beasts, under the cruel yoke of the crookhorns.

SMALL MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 14 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0) or bite (+0, 1d3)

Speed 30 **Morale** 6 **XP** 10

Encounters 1d4 (15% in lair)

Behaviour Shrewd, cautious, merry

Speech Rustic squeaks and croaks. Woldish, Gaffe

Possessions 3d6sp **Hoard** C3 + R3 + M3

Weapons: Cobbins favour clubs (1d4), shortswords (1d6), slings (1d4), and staves (1d4).

Origins: Cobbins were created by Atanuwë, who wished for adoring worshippers and decided to awaken sentience in the animals of the Valley of Wise Beasts.

Outside the Valley: Cobbins encountered outside the Valley of Wise Beasts are rare escapees from the tyrannical rule of the crookhorns. The example lairs and encounters listed here are best suited for encounters taking place in wider Dolmenwood, outside the Valley.

Main settlement: Cobton-on-the-Shiver (DCB).



COBBIN SPECIES

1 Badger.	7 Rabbit.
2 Fox.	8 Rat.
3 Hare.	9 Squirrel.
4 Mole.	10 Toad.
5 Mouse.	11 Water vole.
6 Otter.	12 Weasel.

ENCOUNTERS

- 1 Quivering behind a great stump, hiding from **2d4 crookhorns** (p28) who are yelling “you will not be punished if you turn yourselves in now” (while quietly chuckling).
- 2 Picking through the ruins of a church and graveyard, irreverently tossing around broken holy symbols.
- 3 Picnicking in a glade, checked blanket laden with cheeses, pasties, pickled eggs, and lashings of ginger beer.
- 4 Sitting exhausted beside a stream, cleaning wounds acquired while escaping crookhorn custody. Without proper care (or healing magic), the wounds soon prove fatal.

TRAITS

- 1 Smokes a long pipe.
- 2 Hat keeps slipping down over eyes.
- 3 Whistles and sings little ditties between sentences.
- 4 Wicker basket on back, laden with straw and kindling.
- 5 Thick woolly jumper with far too long arms.
- 6 Iron collar around neck (placed by crookhorns).

LAIRS

- 1 A ramshackle hideout in the ruins of an old barn, shared with a colony of **3d4 lurkeys** (p116).
- 2 A splendidly constructed, adeptly concealed treehouse in the branches of an old oak. A little rope ladder can be spied, dangling between branches.
- 3 A miniature thatched cottage in a glade of foxgloves. A hand-painted sign reads “Hobble’s Tea Rooms.” A **mogglewomp** (p59) has taken up residence in the cottage, expelling the Cobbins to huddle in a leaky barn at the rear.
- 4 A semi-permanent camp inside the hollow, fallen trunk of a great tree. The insides of the trunk are lined with soft moss and hung with cooking pots.

Cockatrice

4' long cockerel-like creatures with wattled necks, scaled tails, and dragon-like bodies. Feared for their ability to petrify any creature they touch.

SMALL MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 5 **AC** 13 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14

Attacks Beak (+4, 1d6 + petrification)

Speed 30 **Fly** 60 **Morale** 7 **XP** 260

Encounters 1d4 (25% in lair)

Behaviour Rambunctious capering

Speech Agitated squawking

Possessions None **Hoard** C6 + R7 + M4

Petrification: The victim must **Save Versus Hold** or be permanently turned to stone.

Rock eating: Cockatrices drag petrified victims to their lair for consumption. They smash the statues by toppling them and gobble down the gravel by the gullet-full.



TRAITS

- 1 Comb resembles an elaborate crown.
- 2 Enormous, feathery beard.
- 3 Cackles relentlessly.
- 4 Scales shine in a rainbow of colour.
- 5 Large, bone-like spurs on legs.
- 6 Bloated, serpentine tail.

ENCOUNTERS

- 1 Engaging in an elaborately choreographed courtship dance, squawking and fanning their wings as they move. Spectators are unwelcome, unless they're providing music.
- 2 Screeching and posturing angrily at a herd of **1d4 wild devil goats** (p32), testing to see whether an approach is worth the risk.
- 3 Angrily chasing a **shorthorn** (p23), who has stolen a cockatrice egg at the behest of her longhorn master.
- 4 Pecking their way through the undergrowth, obscured by tall grass, leaving a trail of small stone insects and mammals in their wake.

LAIRS

- 1 A collapsed mineshaft, only a few dozen feet deep. At the edge of the light, atop piles of gravel and moss, are clutches of cockatrice eggs.
- 2 An empty farmstead, slowly being overtaken by nature. The cockatrices roost in the hen house amidst rows of petrified chickens.
- 3 A collection of boulders beside a clear, deep pond. A **boggin** (p19) lurks beneath the water's surface, slowly running out of fish to eat but fearful of attack if it tries to leave.
- 4 A peaceful, overgrown garden. Petrified victims stand alongside carved statues and **1d6 hidden gargoyles** (p43).

Crookhorn

7'-tall, feral, disease-ridden breggles, twisted by the evil magic of their master, Atanuwë. Roam northern Dolmenwood as pillagers, brigands, and burners of villages.

MEDIUM MORTAL—SENTIENT—CHAOTIC

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+1) or bite (+1, 1d6 + disease) or horns (+1, 1d6 + disease)

Speed 30 **Morale** 8 **XP** 35

Encounters 3d10 (25% in lair)

Behaviour Brutish, wild, merciless

Speech Obscenity-laced bleating. Gaffe, basic Wold-ish (1-in-4 is fluent)

Possessions 3d6sp **Hoard** C4 + R4 + M1

Weapons: Crookhorns favour clubs (1d4) and spears (1d6).

Armour: Crookhorns wear a rough patchwork of spiked leather and chainmail. Without armour, they have AC 11.

Disease: Anyone who comes into close contact with a crookhorn (including being bitten or butted by one) must **Save Versus Doom** or be afflicted by a nasty infection (see *Crookhorn Diseases*). All can be cured with *Lankswith* (DPB).

Marauders: Crookhorns delight in the capture, torture, and (inevitable) roasting of other sentients.



CROOKHORN DISEASES

- 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.
- Goat-rabies.** The dreaded "goat-froth." Victims lose 1 point of Wisdom or Intelligence (at random) each day. If either score is reduced to 2, the victim starts frothing at the mouth and becomes violently frenzied.
- Mange.** Infuriatingly itchy parasites which burrow under the skin, causing hair to drop out.
- Pubic lice.** A highly embarrassing infestation of horrid, itchy crabs (best not to ask how a crookhorn's bite can transmit crabs).

TRAITS

- Milky white, oozing eyes.
- Patchy fur and flaking, grey skin.
- One horn snapped off.
- Bright orange, red or purple fur—maybe natural or dyed.
- Speaks in a sinister whisper, giggles maniacally.
- Bellows, gurgles, erratically rolls eyes.

ENCOUNTERS

- Capering around a roaring bonfire, preparing to roast **1d4 mosslings** (p60), delirious and smeared with hog grease.
- Receiving orders from a **harpy** (p49), angered at the crookhorns' incompetence in losing an important prisoner.
- Charging after a **blessed unicorn** (p85), carrying flaming brands and a wickedly spiked iron bridle and bit.
- Prancing around to abominable pipe music, bearing a 6' tall, velvety, three-horned unicorn effigy upon a throne. Utterly inebriated (–2 to Attack Rolls and Saving Throws).

LAIRS

- A makeshift camp of greasy tarpaulins and hammocks. Freshly killed game animals and skins hang from trees.
- The cellars of a mossy ruin, stuffed with rotting furnishings. A **Drune Cottager** (p35) is held prisoner in the dark.
- A homely cottage whose former human inhabitants were recently dispatched. The crookhorns are a rebel band charmed into the service of the Drune.
- A marquee in a freshly burnt clearing. Inside, the crookhorns cavort, blast crude trumpets, and torment prisoners for the delight of an audience of **2d6 harpies** (p49).

Crystalloid

Mineral-based humanoids (5' tall) with crystal cluster heads, eyeless and mouthless. Dwell underground in telepathic communities, cultivating and refining veins of minerals and ore.

MEDIUM CONSTRUCT—SENTIENT—ANY ALIGNMENT

Level 3 **AC** 15 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15
Attacks Weapon (+2) or fist (+2, 1d6) or flash (blinding)
Speed 30 **Morale** 9 **XP** 90

Encounters 1d6 (70% in lair)

Behaviour Peaceful, curious, emotionless

Speech Resonant keening. Dwell

Possessions None **Hoard** C4 + 4d4 gems
 + 1d3 magic crystals (1-in-4 chance)

Non-biological: Immune to biological effects (e.g. disease, poison).

Weapons: Crystalloids favour elaborate spears (1d6) and polearms (1d10). Their weapons are formed of metal and crystal, with no wooden elements.

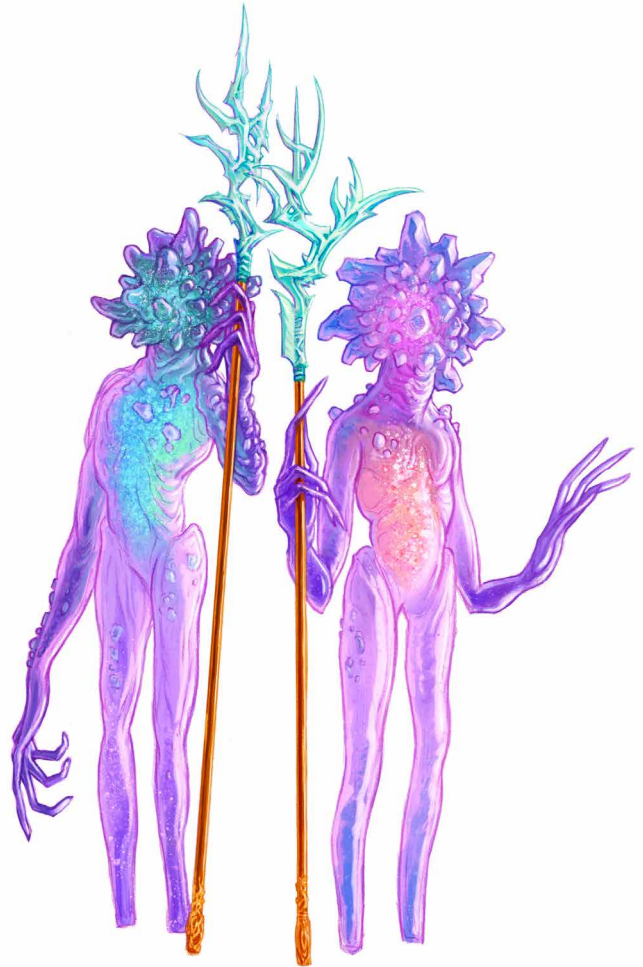
Damage reduction: Suffer half damage from cutting or piercing attacks (e.g. arrows, spears, swords).

Blinding flash (once a Turn): A group of 3 crystalloids can cooperate to produce a flash of blinding light. All within 20' must **Save Versus Doom** or be blinded for 1d6 Turns.

Glow: Crystalloids naturally emit a lambent glow, enabling them to see underground. They can voluntarily change the colour and brightness, illuminating up to a 30' radius.

Mind link: All crystalloids in a community are telepathically linked. Each individual's experience is shared with the community.

Crystalloid leaders: Each community is led by a council of 3 elders, each able to cast the following arcane spells once a day: *Ioun Shard*, *Mind Crystal*, *Mirror Image*. (115 XP for defeating.)



TRAITS

- 1 Face carved into head.
- 2 Spider-webbed with fracture lines.
- 3 Multi-coloured lights sparkle inside.
- 4 Movement sounds like wind chimes.
- 5 Body a patchwork of different gems.
- 6 Cloak of bioluminescent fungi.

ENCOUNTERS

- 1 Tentatively entering the surface world for the first time by climbing out of a large hole in the ground.
- 2 Taking an offering of rare gemstones to the lair of a nearby **fomorian** (p41). In exchange for regular tribute, they receive protection and are left alone.
- 3 Entertaining an excitable group of **2d6 woodgrues** (p94) by rapidly changing the colour and brightness of their natural glow.
- 4 Following the crimson trail left by **2d3 redslobs** (p70) which have kidnapped another party of crystalloids. The oozes have become enraptured by their shiny new prizes.

LAIRS

- 1 A hidden encampment amidst a field of boulders. Each stone is being systematically examined to see if it is secretly a geode.
- 2 An old mine, abandoned years ago after a deadly collapse. Much of the debris has been excavated by the crystalloids, unearthing numerous **skeletons** (p76).
- 3 A network of large warrens, home to a colony of **talking animals** (p82). The crystalloids have taken refuge here following the collapse of their home cave system, bartering gems for sanctuary.
- 4 A cave system deep beneath the earth, accessible only through secret passageways in a local barrow. Sparkling veins of silver ore run through the walls and ceilings.

Deorling—Doe

Petite (5'), slender deer-women with large, green eyes, silvery locks, nub horns, and fluffy tails. Wander Dolmenwood in small, matriarchal groups consisting only of females and children.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Staff (+1, 1d4)

Speed 50 **Morale** 6 **XP** 35

Encounters 4d4 (no lair)

Behaviour Spirited, flighty, devotional

Speech Melodious. Woldish, Deorling, Sylvan

Possessions Carried by group: C2 + R1
+ 1d4 *Deorling Balm* doses (DCB)

Hoard None

Surprise: In woodland, opposing side has a 3-in-6 chance of being surprised, due to deorlings' stealth.

Enchanting speech (once a day per target): When speaking, a deorling doe may use a secret art of vocal modulation. Any mortals hearkening must **Save Versus Hold** or be rooted to the spot for 1d4 Rounds (able to act and speak but not move).

See invisible: Deorlings' sight extends into spiritual realms, allowing them to perceive the invisible.

Matriarch: Each group is led by a matriarch (stats below).

Children: A group is typically accompanied by 2d6 children—non-combatants with 1d4 HP. Upon reaching maturity, young men are cast out to wander alone.

Wood Gods: Deorlings worship the Wood Gods Howawi and Yorghan (DCB).



TRAITS

- 1 Dappled skin.
- 2 Long necklaces of wooden beads and bones.
- 3 Bodice of moss, laced with creepers.
- 4 Golden hair and violet eyes.
- 5 Eyes wrapped, single painted eye on wrapping.
- 6 Cloak of iridescent sprite wings.

ENCOUNTERS

- 1 Congregated in an isolated glade, kneeling in prayer before a moss-coated, humanoid statue with great antlers of charred wood. The statue is an idol of Howawi, the deorlings' patron deity.
- 2 Setting up camp in a grassy dell, making shelters from branches, leaf sprays, and sheets of moss. A cauldron of mushrooms and colourful lichens simmers above a campfire.
- 3 Reclining on rocks beside a stream, laughing as youngsters run and splash in the water.
- 4 Scaling tall pine trees, gathering pouches of young needles and filling flasks with sap.

Deorling Doe Matriarch

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Att Staff (+3, 1d4) **Speed** 50 **Morale** 8 **XP** 180

Hold: May cast the holy spell *Hold Person* once per day.

Other traits: As per standard deorling does.

Deorling—Stag

Tall (6'–7'), gaunt, antlered humanoids with wiry muscle and downy, reddish-grey fur. Proud warriors who roam the woods alone, browsing moss and duelling others of their kind.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Arcane Two-Handed Sword (+4, 1d10+2)
or antlers (+2, 1d6)

Speed 40 **Morale** 9 **XP** 65

Encounters 1 (10% chance of 2d4, no lair)

Behaviour Single-minded, proud, belligerent

Speech Blunt bellowing. Woldish, Deorling

Possessions Ancestral sword (see below)

Hoard None

Surprise: In woodland, opposing side has a 3-in-6 chance of being surprised, due to deorlings' stealth.

Ancestral sword: Each deorling stag carries an *Arcane Two-Handed Sword* with a special enchantment (see **Ancestral Swords**). These swords are passed down from father to son, believed to originate in the mythical Deer King's forge.

See invisible: Deorlings' sight extends into spiritual realms, allowing them to perceive the invisible.

Solitary warriors: Deorling stags live solitary lives, only congregating to battle for the hearts of deorling does. For encounter seeds, use the **Encounters—Solitary** or **Encounters—Group** table depending on the number of deorling stags encountered.

Wood Gods: Deorlings worship the Wood Gods Howawi and Yorghan (DCB).



ANCESTRAL SWORDS

- Frigid.** Anyone hit for 8+ damage must **Save Versus Hold** or be wreathed in hoarfrost for 1 Round, unable to act.
- Blood-thirsty.** When an opponent is below half their maximum Hit Points, the wielder cannot break off combat.
- Befuddling.** Anyone hit for 8+ damage must **Save Versus Spell** or attack a random target within 20' next Round.

Non-deorlings: A deorling sword's magic only functions for 2d12 days in the hands of a non-deorling. They are worth 1,000gp.

ENCOUNTERS—SOLITARY

- Reclining on a fallen trunk, smoking a pipe of *Purple Shag* (DCB) and chewing on fermented moss.
- Bathing beneath a little waterfall that drips into a shallow pool. The water is mixed with the deorling's blood, oozing from a nasty chest wound.
- Stalking through the undergrowth, sniffing regularly and examining tracks. Following the trail of a rival deorling stag who dared to enter his territory.
- In battle with a **bestial centaur** (p24) wielding a huge warhammer. The deorling is outmatched and, if not aided, is doomed to defeat.

TRAITS

- Horrid scars amid patches of shredded fur.
- Antlers draped with shedding velvet.
- One antler broken off, stump wrapped with moss.
- Missing hand, sword bound to wrist with leather straps.
- Short, pointed horn between antlers.
- Ragged breath, long tongue lolls from drooling mouth.

ENCOUNTERS—GROUP

- Gathered on either side of a stream, battling in pairs upon a log that spans the water. Spectators grunt and bellow their encouragement.
- Attempting to rescue **1d4 deorling does** (p30) from the coils of a rabid **black bile wyrm** (p97).
- Facing off across a dewy glade, bellowing to intimidate their opponents, in anticipation of imminent battle.
- Congregated around an ancestral sword lain atop a mossy boulder. The sword is being bequeathed to a youth, as part of a coming of age ceremony.

Devil Goat

Sinister, shaggy, black goats the size of ponies, with long, spiralling horns, fangs for ripping flesh, and three brooding, red eyes. Wander the High Wold, hunting for fresh meat.

MEDIUM MONSTROSITY—SEMI-INTELLIGENT—NEUTRAL

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Horns (+2, 1d6) or bite (+2, 1d8) or gaze (see below) or bleat (command)

Speed 40 **Morale** 8 **XP** 115

Encounters 1d4 (no lair)

Behaviour Careful cunning, rapacious

Speech Harsh bleating. Basic understanding of Caprice

Possessions None **Hoard** None

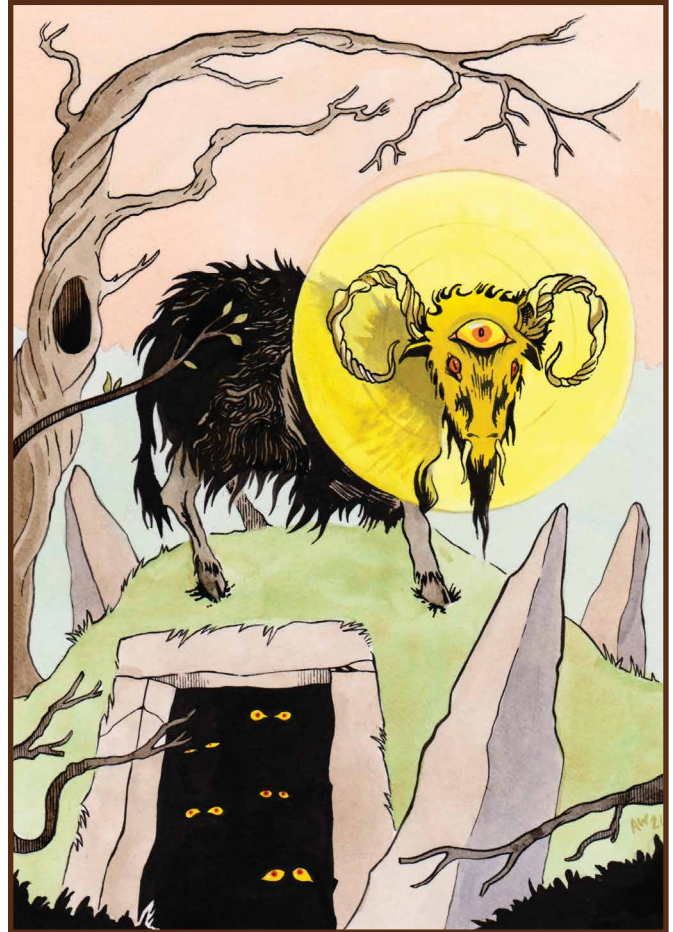
Charge: In first Round of combat, when not in melee, a devil goat may charge at a target. This requires a clear run of 40'. On a successful Attack Roll, the devil goat's horns inflict double damage.

Gaze (thrice a day): A devil goat may focus the wicked gaze of its central eye upon a target, who must **Save Versus Spell**. If the save fails, the victim is affected by a random **Evil Gaze** effect (see table below).

Commanding bleat (thrice a day): A devil goat may bleat a command to a horse or hound within 60'. The animal must **Save Versus Spell** or obey the command for 1 Round. Commands that are obviously harmful to the animal are ignored.

Use by longhorns: Devil goats are bred by certain breggle nobles, who use them as fiercely loyal guardians or ceremonial mounts. The creatures are called Augfrlad in the Caprice tongue.

Wild herds: A small population of wild devil goats lurks in the High Wold, descended from individuals who escaped from captivity.



TRAITS

- 1 Central eye weeps bloody tears.
- 2 Hooves spark red flames.
- 3 Bleating sounds like mocking laughter.
- 4 Fur grizzled with patches of white.
- 5 Crowned with a wreath of ivy.
- 6 Ear bearing the coat-of-arms of a longhorn noble.

EVIL GAZE

- 1 **Conflagration.** The victim bursts into flame, suffering 1 damage for the next 3 Rounds. The victim may spend a Round to extinguish the fire.
- 2 **Dance.** The victim dances wildly for 1d6 Rounds, as if controlled by a malign puppeteer. While dancing, the victim suffers a -2 penalty to Armour Class and Attack Rolls, and can only move at half Speed.
- 3 **Paralysis.** The victim is paralysed with fear for 1d4 Rounds (aware but unable to move or act).
- 4 **Terror.** The victim flees for 1d6 Turns.

ENCOUNTERS

- 1 Rending great chunks of bone and flesh from the bloody corpse of a unicorn.
- 2 Ravenously chasing 2d6 **barrowbogeys** (p14), who pelt the devil goats with bent cutlery and fragments of pottery.
- 3 Chained around the neck, led by a party of 1d3 **longhorns** (p22) and 2d4 **shorthorns** (p23), blowing hunting horns. The breggles are in pursuit of a notorious gang of bandits said to dwell in the area.
- 4 Solemnly circumambulating a lonely gravestone—the forgotten resting place of an ancient longhorn knight.

Drune—Audrune

Elite members of the occult brotherhood tasked with warding the nodal stones of Dolmenwood, keeping all non-Drunes away.

MEDIUM MORTAL—GENIUS—ALIGNMENT BY INDIVIDUAL

Level 6 **AC** 13 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks *Astral Blade* (+7, 1d4+2) or spell (see below)

Speed 40 **Morale** 10 **XP** 920

Encounters 1 (lair described in hexes)

Behaviour Fierce, fanatical, ruthless

Speech Fearsome, brooding. Woldish, Drunic, Sylvan

Possessions 2d4gp + platinum torc (350gp)

Hoard C3 + R3 + M3 + M6

Dark sight: Can see normally in darkness up to 30'.

Astral blade: An *Arcane Dagger* forged at a site of geomantic power (magic item value 1,500gp). A non-Drune who handles an Audrune's blade must **Save Versus Hold** or be turned to stone until the next full moon rises.

Spells: The typical Audrune has the following arcane spells memorised: **Rank 1** *Ingratiate*, **Rank 2** *Invisibility*, **Rank 3** *Dispel Magic*, **Rank 4** *Dimension Door*, **Rank 5** *Cloudkill*, **Rank 6** *Invisible Stalker*.

Ley travel: When in a hex which a ley line passes through, an Audrune can step into the ley line and travel astrally along the course of energy at a rate of 24 miles per hour.

Unique individuals: There are 13 Audrunes—one per nodal stone controlled by the Drune. Their traits are described in the hexes where the nodals are located (*DCB*).

Lair: Audrunes live hermit-like in the vicinity of nodal stones. Their lairs are described in the hexes where the nodals are located (*DCB*). Therefore, they are never encountered randomly in lairs and example lairs are not provided here.

Undead Audrunes: Some Audrunes exist in an undead form. Stats for these individuals are listed in the hex where they dwell (see the *DCB*).

ENCOUNTERS

- Stepping suddenly from a purple dimension door, fleeing 2d4 babbling shadows (p74).
- Divining the course of a lesser ley line with a pulsing crystal rod. Wears opaque onyx goggles which grant the ability to detect magic once a day for 6 Turns.
- Gazing into a pool of water in a hollow tree stump, conversing in the Sylvan tongue with a shimmering water-spirit (use water elemental stats—see the *Conjure Elemental* spell, *DPB*). The Audrune is negotiating for aid in locating “the dreaming wyrm” in Lake Longmere.
- Conducting solemn council with a gathering of 2d4 Cottagers (p35). The Drunes discuss (in Drunic) their brotherhood's imminent plans to attack the Court of the Nag-Lord (hex 0904).



THE AUDRUNES OF DOLMENWOOD

- Aethogrym**, guardian of Golokstone (hex 0910).
- Cadraigant**, guardian of the Pelloryons (hex 0509).
- Greglin**, guardian of Radhd (hex 0207). Shade.
- Haygral**, guardian of Gorthstone (hex 1205). Shade.
- Hermanach**, guardian of Hadrwyl (hex 0804).
- Jhaelloch**, guardian of Tenkystone (hex 0903).
- Mathonwy**, guardian of Endstone (hex 1603). Mummified.
- Mestmord**, guardian of Uruzzur (hex 0204). Shade.
- Morgodh**, guardian of Eoel (hex 0503).
- Morthgwail**, guardian of Norstone (hex 1507).
- Rigmirth**, guardian of Droddh (hex 0506). Stone symbiont.
- Wargfole**, guardian of Sigil (hex 0304).
- Zarlac**, guardian of Yrthstone (hex 0502).

Greglin, Haygral, Mestmord: Shades who exist solely in the flow of ley energies around their guardian stones. They are never encountered in other hexes.

Mathonwy: Undead and bound to the area of Endstone's influence. He is never encountered in other hexes.

Rigmirth: Bound in symbiosis with the stones of the nodal Droddh. He is never encountered in other hexes.

Drune—Braithmaid

Adolescent daughters of the Drune who wander the wilds, gathering herbs, roots, and fungi. Their youth belies their power, for they are versed in the arts of enchanted song.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 11 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Dagger (+0, 1d4)

Speed 40 **Morale** 7 **XP** 15

Encounters 1d4 (20% in lair)

Behaviour Quick-witted, evasive, aloof

Speech Melodic, coy. Woldish, Drunic

Possessions 3d6sp + talisman (see below) + herbal trade goods (*DCB*, 2-in-6 chance)

Hoard None

Song: A braithmaid may sing as she wanders the woods, weaving a subtle enchantment. Any who hear a Braithmaid's song must **Save Versus Hold** or enter into a wondrous reverie, unable to meaningfully act until the Braithmaid either approaches or passes. These songs are not effective in combat.

Talismans: When wandering abroad, Braithmaids carry a magical ward to protect them from harm. See *Talismans*. Such talismans are only effective when worn by women and function only once before crumbling to dust. They are worth 500gp.

Lair: Typically live in a Drune family: a **Cottager** (*p35*), a **Drunewife** (*p36*), and 1d6–1 siblings.



TALISMANS

- Evil eye.** A ceramic disc painted with a staring eye. Grants a +2 bonus to a single Saving Throw against magic.
- Hag stone.** A gnarled rock strung on a necklace. Allows the Braithmaid to become invisible (per the arcane spell *Invisibility*) for 1 Turn.
- Hand of glory.** A shrivelled human hand, worn around the neck. A creature that physically attacks the wearer must **Save Versus Hold** or be frozen still for 1d4 Rounds.

ENCOUNTERS

- In the company of 1d3 **witches** (*p90*), gazing trance-like into an inky-black mirror, being tested for initiation into a coven.
- Digging in the earth, using a silver knife to root out mandrakes (either *Groaning Mandrakes*, *Knobbed Mandrakes*, or *Prancing Mandrakes*—*DCB*).
- Fleeing a wrathful **Drune Cottager** (*p35*) with a local (non-Drune) **beau** (everyday mortal—*p110*).
- Battling an **exact duplicate** (a shape-stealer, *p75*).

TRAITS

- Albino—white hair and pink eyes.
- Human knuckle bones hanging from silver earrings.
- Densely freckled.
- Wears a cloak of crow feathers.
- Clad in diaphanous gauze, spattered with blood.
- Crown of holly and ivy.

LAIRS

- A turf-roofed stone house supported by 10'-tall, rune-etched obelisks at its four corners. The Braithmaids keep **24 cats** (use weasel stats, *p82*), who hunt and play in the woods nearby.
- A cave concealed behind a cascade of wild roses. The Braithmaids are outcasts who have refused to marry among their people or join the ranks of the witches. They are deliberating on their next step.
- A log cabin on the verge of a glade of cairns—a cemetery for the deceased inhabitants of the home. The Braithmaids commune with the owls who roost in the trees.
- A ruined church, seemingly uninhabited. The Drune family live in the crypts beneath, lit by green fire flickering in the eyes of stags' skulls.

Drune—Cottager

Moody, black-cloaked members of the occult brotherhood who wander the deeps of Dolmenwood, recording omens and seeking occult power.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Staff (+3, 1d4 + flame) or spell (see below)
or sigil (see below)

Speed 40 **Morale** 9 **XP** 180

Encounters 1d4 (20% in lair)

Behaviour Penetrating, self-serving, manipulative

Speech Abstruse, doom-laden. Woldish, Drunic

Possessions 2d4gp + golden torc (150gp) + arcane trade goods (DCB, 2-in-6 chance)

Hoard None

Dark sight: Can see normally in darkness up to 30'.

Flame: A victim hit by a cottager's staff must **Save Versus Spell** or be wreathed in snaking green flame, suffering 1 damage per Round for 1d4 Rounds. Greenflame is extinguished if the victim immerses themselves in water.

Spells: The typical Cottager has the following arcane spells memorised: **Rank 1** *Ingratiate*, *Vapours of Dream*, **Rank 2** *Dweomerlight*, **Rank 3** *Paralysis*.

Sigil (once a week): A Cottager may weave a mystic sigil of green flame in the air (see *Drune Sigils*). Weaving a sigil is treated as casting a spell and may be disrupted in combat.

Entourage: 2-in-6 chance of being accompanied by 1d4 **bramblings** (p21) or 1d3 **charmed villagers** (p111).

Lair: Typically live in a family with a **Drunewife** (p36) and 1d8–1 children (1d3 of whom are **Braithmaids**—p34).



DRUNE SIGILS

- 1 Fear.** Witnesses must **Save Versus Spell** or flee for 1 Turn.
- 2 Summoning.** 1d4 **bramblings** (p21) emerge from the woods to aid the Cottager.
- 3 Topple dolmen.** A standing stone within 60' topples. All within 5' must **Save Versus Blast** or suffer 2d6 damage.

ENCOUNTERS

- 1 Commanding 1d4 **charmed lackeys** (everyday mortals—p110) who drag a 10'-high, humanoid wicker cage on a cart.
- 2 Summoning 2d4 **bramblings** (p21) from the undergrowth to protect a rune-etched stone in a glade. The stone bears encoded directions to an emerging ley line.
- 3 Sitting upon a boulder, deep in contemplation, surrounded by spiralling ravens. The ravens' cawing is vaguely coherent, as if the cacophony conceals words.
- 4 In battle with a **knight** (Level 3—p106) and 2d4 **men-at-arms** (Level 1 fighters—p105) in the service of the duke. The Cottagers are charged with kidnapping locals for use in dark rituals and are attempting to flee.

TRAITS

- 1 Emaciated and addled by mushroom brew.
- 2 Necklace of owl skulls.
- 3 Crown of antlers.
- 4 Wears a featureless clay mask.
- 5 Grizzled plaits cascading from his hood.
- 6 Skin covered with occult markings. (Tattoos? Paint?)

LAIRS

- 1 A thatched cottage beside a brook in a pastoral glade. The Cottager spends his days studying the rune-carved, granite skulls littered throughout the surrounding woods.
- 2 A tumbledown shack beside a flint cliff. The Cottager maps the movements of the moon and planets from a hidden lookout tower atop the cliff.
- 3 A poorly renovated ruin beside a monolith of fathomless obsidian which imprisons any who gaze into its depths. The Cottager knows the secret of releasing those trapped.
- 4 A dilapidated cottage beside a waterfall. The Cottager is dying and is wracked with regret at the deeds of his life. He may rashly reveal secrets of the Drune to strangers.

Drune—Drunewife

Womenfolk of the Drune who practice inherited crafts of herbalism, pottery, and enchanted song. Their kilns are magical, being used to create minor clay golems called kilnlings.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 3 **AC** 10 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Staff/broom (+2, 1d4) or notion (see below)

Speed 40 **Morale** 9 **XP** 65

Encounters 1 (30% in lair)

Behaviour Crafty, watchful, suspicious

Speech Clear, melodic. Woldish, Drunic

Possessions 2d4gp + kilnling (see below) + arcane or herbal trade goods (DCB, 2-in-6 chance)

Hoard C3 + R3 + M3 + M6

Notion (once a day): A Drunewife can sing a magical incantation called a *notion*, with the effect of an arcane spell: *Ingratiate*, *Invisibility*, *Vapours of Dream*. The Drunewife must chant for 3 Rounds for the notion to take effect.

Kilnlings: Each Drunewife possesses an enchanted, 1'-high, pot-bellied clay figurine of her own creation. See *Kilnlings*.

Lair: Typically live in a family with a *Cottager* (p35) and 1d8–1 children (1d3 of whom are *Braithmaids*—p34).



KILNLINGS

- Guardian.** Acorn eyes. Any who pass unbidden in front of the kilnling when placed by a road must **Save Versus Hold** or be transformed into clay. If the save succeeds, the kilnling lets out a piercing cry (audible up to 240') and shatters.
- Sneak.** Conker eyes. May be sent to spy and report back to its mistress, whispering in her ear. Creeps with Speed 20. 4-in-6 chance of hiding unnoticed.
- Defender.** Coal eyes. At the Drunewife's command, the kilnling explodes, causing 2d6 damage to all within 10' (**Save Versus Blast** for half damage).

Kilnling

SMALL CONSTRUCT—SEMI-INTELLIGENT—NEUTRAL

Level 1 **AC** 12 **HP** 1d4 (2) **Saves** D12 R13 H14 B15 S16
Att None **Speed** 0 or 20 **Morale** 7 **XP** 15

Construct: Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysisation*, *Dominat*).

ENCOUNTERS

- Quietly singing while moulding human limbs from brightly coloured clay scooped out of a small pool.
- Directing a *brambling* (p21) to load a cart with firewood.
- Presenting 3 *Braithmaids* (p34) to 1d4 *witches* (p90, Eyes of Limwdd), discussing a date for one of the girls to be brought before "the manifestation of Limwdd."
- Watching over her 1d4 *young children* (everyday mortals—p110) playing at the feet of a 6'-tall wicker man.

TRAITS

- Dressed in rabbit skins.
- Beaming and buxom.
- Frail and waif-like.
- Hair in long plaits to the waist.
- Blind, rheumy eyes; navigates by magic.
- Moves without sound; opposing side 4-in-6 surprised.

LAIRS

- A house of rough, mossy, sandstone blocks at the base of a vine-clad cliff. The elderly Drunewife is alone—her children grown and her husband dead. A nearby cairn marks his grave.
- A cottage of stacked stones dominated by a gigantic chimney, spewing smoke. The Drunewife's kiln is running day and night, tended by a team of special kilnlings.
- A home built into the grassy bank of a stream, with several small boats moored beside it.
- Rope ladders of human hair lead up to an elaborate treehouse in the branches of an aged oak. The Drunewife speaks with the songbirds who share the tree.

Elf—Courtier

High-born members of a Fairy court, sent by their liege into the mortal world on missions of discovery, diplomacy, debauchery, or other inscrutable quests.

MEDIUM FAIRY—GENIUS—ANY ALIGNMENT

Level 6 **AC** 14 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks Staff (+5, 1d6 + paralysis) or magic (see below)

Speed 40 **Morale** 9 **XP** 920

Encounters 1d4 (no lairs in the mortal world)

Behaviour Elevated, decadent, aloof

Speech Aristocratic drawl. Woldish, High Elfish, Sylvan

Possessions 5d20pp + R3 + M2 **Hoard** None

Cold iron: As fairies, elf courtiers suffer 1 extra point of damage when hit with cold iron weapons.

Paralysis: A mortal struck by an elf courtier's staff must **Save Versus Hold** or be paralysed for 1d6 Turns (aware but unable to move or act).

Fairy magic: **Glamours** *Awe, Disguise Object, Fairy Dust, Seeming, Lesser runes* (thrice a day) *Fog Cloud, Gust of Wind, Proof Against Deadly Harm, Sway the Mortal Mind, Greater runes* (once a day) *Fairy Gold, Rune of Invisibility, Sway the Mind*.

Mount: 3-in-6 chance of riding a **fairy horse** (p40).

Entourage: 4-in-6 chance of being accompanied by **1d4 elf knights** (p38) and **2d4 servitors** (treat as elf wanderers—p39).



IN THE SERVICE OF

- 1 The Cold Prince. Frost elf—see below.
- 2 Duke Mai-Fleur.
- 3 The Duke Who Cherishes Dreams.
- 4 The Earl of Yellow.
- 5 The Lady of Midnight.
- 6 Prince Mallowheart. Frost elf—see below.
- 7 Princess Andromethia.
- 8 The Prince Who Is Seven.
- 9 The Queen of Blackbirds.
- 10 Regent Hador.

Frost Elf Courtiers

Alignment: 3-in-6 chance of being Chaotic.

Frost touch: May attack in melee by touch, instead of by weapon, inflicting 1d3 frost damage.

Runes: *Ice Storm* once a day, instead of *Fairy Gold*.

Snow-clad ground: Pass without leaving a trace.

TRAITS

- 1 Spectral butterflies flitting around hair.
- 2 Leaves a trail of petals, snowflakes, or light motes.
- 3 Changes costume with the snap of a finger.
- 4 Clad in gossamer of woven radiance or shadow.
- 5 Speaks without moving mouth, makes odd gestures.
- 6 Extravagantly lush hair—8' long, drifts behind.

ENCOUNTERS

- 1 Reclining on upholstered dining chairs in a tangled glade, languidly feasting at a table laden with glimmering provender.
- 2 Perched upon levitating divans, dispassionately observing a diseased **ogre** (p65) and a valiant **knight** (Level 3—p106) engaged in mortal combat.
- 3 Trapped within a cube of gel-like green energy emanating from a huge cauldron in the hands of **4 Drune Cottagers** (p35).
- 4 Treating with **2d4 longhorn breggles** (p22)—emissaries of a longhorn noble seeking an alliance with the fairies. (Roll 1d6: 1–2: Lord Malbleat, 3–4: Lord Murkin, 5–6: Lord Ramius.)

Elf—Knight

Haughty elf warriors in the service of a fairy noble. Lithe of frame, exquisitely preened, and heavily armed. Roam the mortal world on quests of derring-do or romance.

MEDIUM FAIRY—SENTIENT—ANY ALIGNMENT

Level 4 **AC** 17 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks *Fairy Longsword* (+5, 1d8+2)
or lance (+3, 1d6, when mounted)

Speed 20 **Morale** 9 **XP** 130

Encounters 1d4 (no lairs in the mortal world)

Behaviour Romantic, arrogant, resolute

Speech Poetic bravado. Woldish, High Elfish

Possessions 2d4gp + 1d6pp **Hoard** None

Cold iron: As fairies, elf knights suffer 1 extra point of damage when hit with cold iron weapons.

Fairy longsword: Elf knights wield a *Fairy Longsword* of unusual fairy make (see *Magic Swords*—magic item value 4,000gp). These swords possess a capricious sentience and resist possession by others: a non-elf wielding a sword must **Save Versus Spell** or come under its control for 1d6 Rounds, attempting to slay all mortals within sight.

Mount: Elf knights are usually mounted. Roll 1d6 to determine the type of mount: 1–4: **fairy horse** (p40), 5: **charger** (DPB), 6: special (dire wolf, giant snail, giant boar, etc.).

MAGIC SWORDS

- 1 **Floral.** Leaves a trail of ephemeral blossoms when swung.
- 2 **Celestial.** Reflects the stars and moon, even during the day or when the heavens are obscured by clouds.
- 3 **Hair's breadth.** Blade has no thickness.
- 4 **Perfumed.** Produces subtle wafts of rose scent in the presence of Lawful beings.

IN THE SERVICE OF

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- 2 Duke Mai-Fleur.
- 3 The Duke Who Cherishes Dreams.
- 4 The Earl of Yellow.
- 5 The Lady of Midnight.
- 6 Prince Mallowheart. Frost elf—see below.
- 7 Princess Andromethia.
- 8 The Prince Who Is Seven.
- 9 The Queen of Blackbirds.
- 10 Regent Hador.

Frost Elf Knights

Alignment: 3-in-6 chance of being Chaotic.

Frost touch: May attack in melee by touch, instead of by weapon, inflicting 1d3 frost damage.

Snow-clad ground: Pass without leaving a trace.



TRAITS

- 1 Opalescent skin dusted with powdered crystal.
- 2 Armour of plated ice shards.
- 3 Golden feathered nightingale on shoulder.
- 4 Hair of silver filigree.
- 5 Amber or violet eyes without pupils.
- 6 Armour of scintillating fish scales.

ENCOUNTERS

- 1 Gazing at a fallen leaf, composing an ode to the wondrous and tragic beauty of mortality.
- 2 In battle with 1d3 **screeching griffons** (p114), attempting to restrain the beasts with chains of fairy silver.
- 3 Performing courtly dances in a glade carpeted with spring flowers (regardless of the actual season). Each knight dances with a **starstruck human** (everyday mortal—p110), whom they plan to lure into Fairy forevermore.
- 4 Bearing a missive to Lord Ramius, cryptically offering their liege's assistance in "the battle of poetics."

Elf—Wanderer

Denizens of Fairy who have crossed into the mortal world as exiles or aesthetes. While appearing human-like, elves have an air of otherworldliness which can only be veiled by magic.

MEDIUM FAIRY—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 12 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0)

Speed 40 **Morale** 7 **XP** 15

Encounters 1d6 (no lairs in the mortal world)

Behaviour Perceptive, impartial, awestruck

Speech Languid, lyrical. High Elfish, Sylvan, Woldish (1-in-3 chance)

Possessions 2d4gp **Hoard** None

Cold iron: As fairies, elf wanderers suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Elf wanderers favour shortbows (1d6), shortswords (1d6), and staves (1d4).

Beguilement (once a day per target): The elf's words have great power over mortal minds. A single mortal within 30' whom the elf addresses must **Save Versus Spell** or believe the elf's words for 1d4 Rounds. After the duration ends, it is immediately obvious that a magical deception has occurred.



FAIRY REALM OF ORIGIN

- 1 **Absynthe.** Realm of the Queen of Blackbirds.
- 2 **Diuthurnia.** Realm of Duke Mai-Fleur.
- 3 **Everborne.** Realm of the Lady of Midnight.
- 4 **Hypnagogia.** Realm of the Duke Who Cherishes Dreams.
- 5 **Lampwrack.** Realm of the Prince Who Is Seven.
- 6 **Ravenwild.** Realm of Mallowheart. Frost elf—see below.
- 7 **Tallowspire.** Realm of the Regent Hador.
- 8 **The Blossom Fields.** Realm of Princess Andromethia.
- 9 **The Gladding-Gloom.** Realm of Lord Gladhand.
- 10 **Whyforth.** Realm of the Earl of Yellow.

Frost Elf Wanderers

Alignment: 3-in-6 chance of being Chaotic.

Frost touch: May attack in melee by touch, instead of by weapon, inflicting 1d3 frost damage.

Snow-clad ground: Pass without leaving a trace.

TRAITS

- 1 Hair made of slender willow leaves.
- 2 Utterly hairless, skin shimmers.
- 3 Pearlescent eyes without pupils.
- 4 Skin hue phases between alabaster, slate, and ebony.
- 5 Dressed in a shift of glimmering snowflakes.
- 6 Eyes reflect an eternal sunset.

ENCOUNTERS

- 1 Seated on mossy rocks beside a bubbling stream, smoking *Wayside Wisp* (DPB) and lost in wondrous daydreams. A **sneering pickpocket** (Level 3 thief—*p107*) creeps up on the elves, aiming to relieve them of their belt pouches.
- 2 In a glade of lush bracken, caressing a **white stag** (red deer, *p117*)—a wild beast tamed by the elves' magic.
- 3 Hiding in a briar patch, pursued by **1d3 Drune Cottagers** (*p35*). The Drunes believe the elves are spies of Cold Prince.
- 4 Splashing joyously in a sparkling pool, playing lilting melodies on bone panpipes.

Fairy Horse

Beautiful, silver-dappled mares and stallions of dashing grace and free-spirited intellect. Natives of the forests of Fairy, quixotic quests bring them to wander Dolmenwood.

LARGE FAIRY—SENTIENT—ANY ALIGNMENT

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks 2 hooves (+1, 1d6) or curse (see below)

Speed 80 **Morale** 8 **XP** 50

Encounters 1 (no lair)

Behaviour Sharp-witted, curious, driven by wanderlust

Speech Sarcastic. Woldish, Sylvan

Possessions None **Hoard** None

Cold iron: As fairies, fairy horses suffer 1 extra point of damage when hit with cold iron weapons.

Charming voice (once per target): When not in combat, a fairy horse may charm a mortal into its service for 1d6 days (**Save Versus Spell** to resist). Charmed individuals view the fairy horse as a trusted friend and companion, and are often mistaken for the horse's "owner" when allowed to ride.

Curse (once per target): A fairy horse may curse a mortal who has slighted it. The victim must **Save Versus Spell** or suffer a permanent -2 penalty to Saving Throws or Attack Rolls.

Blessing (once per target): A fairy horse may bless a mortal who has granted aid or service of their own free will. See **Blessings**. Blessings last for a year and a day.

Companions: 3-in-6 chance of being encountered with a companion—either a **charmed mortal** or an **elf wanderer** (p39). In the case of an elf companion, the two treat each other as equals.



QUIXOTIC QUESTS

- 1 Find the mortal realm of Neveryon.
- 2 Name every kind of fungus and moss in Dolmenwood.
- 3 Find the queen of unicorns and bring her to Fairy.
- 4 Sample every ale known to mortals.
- 5 Travel to the uttermost north.
- 6 Learn all known languages.

BLESSINGS

- 1 **Save bonus.** The recipient gains a +2 bonus to a Saving Throw of their choice, once a day.
- 2 **Ability increase.** One of the recipient's Ability Scores (randomly selected) is increased by 1, to a maximum of 18.
- 3 **Fairy friend.** The recipient gains a +1 bonus to Reaction Rolls (see **Encounters**, *DPB*) when dealing with fairies.

TRAITS

- 1 Surrounded by a primeval, lambent glow.
- 2 Tail and mane of gold.
- 3 Hooves flash silver when galloping.
- 4 Feathered rump.
- 5 Eyes of flaming violet.
- 6 Six legs.

ENCOUNTERS

- 1 Bathing in a clear pool or bubbling stream, attended by a **beautiful charmed youth** (everyday mortal—p110), lovingly shampooing the horse's mane.
- 2 Engaged in a courtship dance with a **blessed unicorn** (p85).
- 3 Conversing with a **Drune Cottager** (p35). The Drune earnestly seeks the horse's opinion on the doings of the Cold Prince in Fairy. The horse mockingly relates a series of increasingly unbelievable lies about vast armies of frost elves mustering to invade Dolmenwood.
- 4 Fleeing from **2d4 unicorn hunters** (Level 1 hunters—p106), loudly protesting its mistaken identity.

Fomorian

Giant (12'–14' tall) humanoids, with pale, translucent skin, lumpy flesh, ungainly limbs, lank hair, and a single huge eye. Hoard gems and lost secrets in deep caverns and desolate regions.

LARGE MORTAL—SENTIENT—ANY ALIGNMENT

Level 13 **AC** 16 **HP** 13d8 (58) **Saves** D4 R5 H6 B7 S8

Attacks Club (+9, 5d6) or 2 fists (+9, 2d8)
or gaze (blindness + read intent)

Speed 30 **Morale** 8 **XP** 3,200

Encounters 1d3 (35% in lair)

Behaviour Enigmatic, ponderous

Speech Profound, grinding boom. Dwell

Possessions None **Hoard** C5 + R2 + M8 + 4d4 gems

Dark sight: Can see normally without light.

Gaze: A fomorian may gaze upon a target within 60', who must **Save Versus Hold** or be blinded for 2d4 Rounds. The fomorian also knows the victim's aims and intents.

Mutations: Due to exposure to the weird magic of the underworld, each fomorian possesses a mutation—roll on the **Mutations** table.

Herders: Fomorians raise subterranean animals for food, typically **cave salamanders** (p113), **giant earthworms** (p113), or **ooze salamanders** (p116).



MUTATIONS

- Caustic vomit.** Twice a day, may vomit up a stream of acid. All in a 20' long cone, 20' wide at the end must **Save Versus Blast** or suffer 4d6 damage.
- Four-armed.** Can make 4 fist attacks per Round.
- Gas breath.** Thrice a day, may breathe out a 30' diameter cloud of green gas. All within must **Save Versus Blast** or be affected by the arcane spell *Confusion* for 12 Rounds.
- Many eyes.** Cannot be surprised.
- Transparent.** Other side: 4-in-6 chance of being surprised.
- Two maws.** Has two gigantic, toothed maws. May make 2 bite attacks per Round (2d6 damage), in addition to fists.

ENCOUNTERS

- Bathing beneath the muddy waters of an underground waterfall, possessions left on the bank nearby.
- Clinging to a **giant earthworm** (p113) as it blindly burrows through the earth at top speed. Out of control, the worm periodically bursts to the surface, mouth agape.
- Grumpily trading with **2d6 scabies** (p73) at an underground crossroads. Both sides feel they are getting a raw deal and will be quick to rope in passersby to settle the matter in their favour.
- Harvesting bracken from the surface to garnish meals, baskets already filled with rare fungi.

TRAITS

- Sweats a sickly-sweet slime.
- Tentacular beard.
- Covered in oozing sores.
- White light fills eye socket.
- Gemstones embedded in skin.
- Gives nonsense, faux-intellectual advice.

LAIRS

- An enormous stone house, half-sunken into a lonely bog. Having built the home by hand, the fomorians stubbornly refuse to leave.
- A series of connected caverns hidden beneath the ruins of an old watchtower. Previously home to a group of bandits, some of their constructions and treasures remain.
- A network of caves lit by bioluminescent fungi and strange, glowing crystals. A community of **crystaloids** (p29) dwells nearby in a tentatively brokered peace.
- A farmstead built inside an enormous cavern. **2d4 cave salamanders** (p113) are penned in as cattle, while a favoured **ooze salamander** (p116) acts as a watchdog.

Galosher

7' tall, roughly humanoid conglomerations of long, writhing, greenish-brown lampreys. Lurk in muddy pools, waiting to lure humanoids in and feed on their dreams.

MEDIUM MONSTROSITY—SEMI-INTELLIGENT—CHAOTIC

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks 2 fists (+2, 1d4)

Speed 20 **Morale** 7 **XP** 65

Encounters 2d6 (75% in lair)

Behaviour Lumbering, cunning, languid

Speech Wordless gurgling

Possessions None **Hoard** C7 + R4 + M4

Dark sight: Can see normally without light.

Dissipate: When in water or mud, a galosher can dissipate its humanoid form at will, vanishing into a swarm of lampreys with swimming Speed 40.

Phantasmal beauty: When not in combat, a galosher can veil its true form with illusion. Sentient creatures perceive an alluring person of great beauty and must **Save Versus Spell** or be entranced and drawn to move towards the monster. The charm is broken if the galosher is slain.

Submerging victims: Entranced victims drawn into the mud of the galosher's pool are submerged over 2d4 Rounds. Submerged victims do not drown, but enter a state of suspended animation, their minds lost in feverish dreams.

Dream feeding: Galosher's feed on the dreams of submerged victims, attaching to their heads with their sucking, toothless maws.

Rescuing: Submerged victims awaken and return to normal if dragged from the mud.



TRAITS

- 1 Mouths constantly drooling black bile.
- 2 Illusory forms still have lamprey teeth.
- 3 Hiccups bubbles of dream stuff.
- 4 Emits a pleading whine.
- 5 Reeks of melancholy.
- 6 Tiny human faces inside each lamprey.

ENCOUNTERS

- 1 Standing in a pool of water, entreating a wandering **bard** (Level 1—**p104**) to come and have a swim. The bard seems to have taken the bait.
- 2 Furtively slithering through the undergrowth, searching for fresh victims and a new set of muddy pools to lair in.
- 3 Warding off an intruding **kelpie** (**p53**), which has been entertaining itself by drowning and eating the galosher's dreaming victims.
- 4 Searching for an entrance to the domain of the Duke Who Cherishes Dreams (**DCB**), discovered by devouring the dreams of a manticores.

LAIRS

- 1 A stone cottage sunken into a marsh, visible just beneath the water's surface. Victims have been posed sitting in chairs and tucked into beds.
- 2 Pools of dark water, connected by underwater tunnels. Nearby **madtoms** (**p54**) have yet to discover the galosher's are freeing and stealing the mortals caught in their traps.
- 3 Sludge ponds that sit alongside a large lake. The galosher's have a mutually beneficial relationship with the lake's **boggin** (**p19**), who uses the creatures as both a threat and punishment for rebellious captives.
- 4 A stone well choked with mud and overflowing with dirty water. Each day, the mire surrounding the well grows larger.

Gargoyle

Grotesque, winged religious statues of roughly human stature (4-6' tall), animated to guard treasures or holy sites. Older gargoyles become crotchety and idiosyncratic as they tire of duty.

MEDIUM CONSTRUCT—SENTIENT—ANY ALIGNMENT

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 2 claws (+3, 1d3) and bite (+3, 1d6)

Speed 30 **Fly** 50 **Morale** 11 **XP** 130

Encounters 1d6 (always in lair)

Behaviour Cunning, single-minded

Speech Gravelly snapping. Woldish, Liturgic

Possessions None **Hoard** C3 + R3 + M3

Surprise: When a gargoyle stands still and statue-like, opposing side has a 4-in-6 chance of being surprised.

Construct: Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Immunities: Only harmed by magic or magic weapons.

Magic Resistance: +2 bonus to Saving Throws against effects of magical origin.

Dark sight: Can see normally without light.

Alignment: Gargoyles created to protect a holy site are usually Lawful or Neutral and may parley with intruders. Gargoyles are occasionally created by happenstance, when magic (e.g. fluctuating ley energy) animates a religious statue. Such individuals may be Chaotic, delighting in dismembering any who approach them.

Appearance: Gargoyles are constructed in many forms, often shaped like heraldic beasts, chimerae, or devils. See the **Body Shape** and **Head Shape** tables.



BODY SHAPE

- | | |
|--------------------------|----------------------------|
| 1 Coiled serpent. | 7 Long-limbed lion. |
| 2 Eagle. | 8 Obese human. |
| 3 Emaciated human. | 9 Pudgy child. |
| 4 Four-armed human. | 10 Scaled, legless dragon. |
| 5 Goat-hoofed human. | 11 Spiky hound. |
| 6 Lion with hawk talons. | 12 Squat-limbed human. |

HEAD SHAPE

- | | |
|-------------------------|---------------------------|
| 1 Beady-eyed eagle. | 7 Grinning cat. |
| 2 Beaked dragon. | 8 Howling lunatic. |
| 3 Bug-eyed dog. | 9 Jolly friar. |
| 4 Cackling devil. | 10 Leaf-ringed Green Man. |
| 5 Curly-maned unicorn. | 11 Petulant cherub. |
| 6 Goat horns and beard. | 12 Ram-horned cyclops. |

TRAITS

- | |
|--|
| 1 Covered in ivy. |
| 2 Patched with moss and lichen. |
| 3 Damaged: missing limb, nose, claw, etc. |
| 4 Carved from elegant, veined marble. |
| 5 Decorates itself with necklaces and trinkets. |
| 6 Rolling eyes, lashing tongue, and slavering maw. |

LAIRS

- | |
|--|
| 1 The ruined remnants of a small chapel and scriptural library. Lawful gargoyles pore over the rotting tomes. |
| 2 A walled graveyard, long forgotten. Lawful gargoyles tend to the graves, bedecking them with woodland flowers. |
| 3 The ruined shell of a once great church, now overrun by nature. Neutral gargoyles—recently awakened—furiously labour to free the place from lichen and creeper |
| 4 Gold glitters amid the tumbled stones of a ruined shrine. Chaotic gargoyles hide among the statuary, waiting to ambush intruders. |

Gelatinous Hulk

20' tall, humanoid mounds of transparent jelly. Arise at night to wander the dark in search of delectable morsels: fungi, fairies, and magic items. Pursue relentlessly when food is scented.

LARGE OOZE—ANIMAL INTELLIGENCE—NEUTRAL

Level 8 **AC** 13 **HP** 8d8 (36) **Saves** D8 R9 H10 B11 S12

Attacks 2 grasps (+7, 2d6 + dissolve)

Speed 40 **Morale** 8 **XP** 1,440

Encounters 1d4 (no lair)

Behaviour Peaceful, relentless when pursuing food

Speech Wordless gibbering

Possessions Floating inside torso: 1-in-4 chance of C2 + 1 magic item

Hoard None

Dark sight: Can see normally without light.

Immunities: Suffer half damage from non-magical weapons, acid, cold, fire, and lightning.

Hunting frenzy: Adventuring parties with favoured food among them (see below) are in grave danger—once a gelatinous hulk scents food within 60', it will stop at nothing to get a hold of it. Otherwise, these monsters are peaceful and show little interest in other creatures.

Dissolve: Metal that touches a gelatinous hulk (e.g. weapons that strike it and armour it grasps)—is dissolved. Magic items have a 50% chance of being unaffected per touch.

Seep: A gelatinous hulk can squeeze its giant body through spaces as small as the crack under a door.

Nocturnal: Gelatinous hulks are only active at night. Use the *Encounters—Daytime* or *Encounters—Nighttime* table depending on the time of day.

Favoured foods: Gelatinous hulks consume magic items of all kinds, psychedelic fungi (which they snuffle up in great swaths), fairies, and demi-fey.

Alchemical brain: The spongy, green brain of a gelatinous hulk is prized by alchemists (500gp value). The brain can be distilled down to an essence which aids in potion brewing, reducing the required time by 50%.



TRAITS

- 1 Phosphorescent.
- 2 Covered in nodules and wobbly tentacles.
- 3 Drowsy; patched with moss and lichen.
- 4 Elf skeleton drifting in belly.
- 5 Daintily festooned with vines and pondweed.
- 6 Arms only emerge from body when chasing prey.

ENCOUNTERS (DAYTIME)

- 1 Collapsed into formless jelly, pooled in a depression.
- 2 Sprawled across a woodland path.
- 3 Lounging dreamily upon a couch of indigo moss.
- 4 Slumped over a pile of boulders, flattened to only 1' thick.

ENCOUNTERS (NIGHTTIME)

- 1 Browsing on a patch of iridescent *Devil's Grease* (DCB). 2d4 portions remain after the hulks have gorged themselves.
- 2 Swallowing an unconscious **moosling** (p60) whole. If the hulks are slain within 1 Turn, the moosling can be revived.
- 3 Seeping under the door of a woodcutter's cottage, attracted to the scent of a basket of recently foraged mushrooms. The inhabitants cower fearfully and may attempt to flee up the chimney.
- 4 Gazing at the sky, swaying gently and emitting a plaintive keening that echoes through the night.

Ghoul

Wretched corpses of those who died of famine in the wilds, risen as revenant undead, driven by voracious hunger. Waylay travellers, raid settlements, and defile graveyards for fresh meat.

MEDIUM UNDEAD—SENTIENT—CHAOTIC

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks 2 claws (+1, 1d3 + paralysis)
and bite (+1, 1d3 + paralysis)

Speed 30 **Morale** 9 **XP** 35

Encounters 2d4 (20% in lair)

Behaviour Ravenous, hateful, devious

Speech Deranged babbling. Broken Woldish

Possessions None **Hoard** C4 + R4 + M1

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Dark sight: Can see normally without light.

Paralysis: The victim must **Save Versus Hold** or be paralysed for 2d4 Turns (aware but unable to move or act). Large creatures are unaffected. After paralysing a victim, ghouls turn their attentions to attacking other victims, until all are paralysed.

Trickery: Ghouls sometimes attempt to trick living creatures by playing dead or pretending to be victims of an attack, pleading for aid.

Satiety: After gorging on meat, ghouls have a brief period of lucidity (typically 1d4 Turns) during which they can be conversed with. They can be surprisingly eloquent, sometimes recalling fragments of their former lives.



TRAITS

- 1 Canine-like snout.
- 2 Draped in rotten finery.
- 3 Constantly drooling blood.
- 4 Fingers are far too long.
- 5 Patchwork clothing from a dozen victims.
- 6 Voice of a child.

ENCOUNTERS

- 1 Lying in ambush, pretending to be corpses strewn around a wagon full of precious goods.
- 2 Digging up bodies at the site of a mass grave. Entreat strong passersby to assist them in exchange for the corpses' possessions.
- 3 Loading a family of **2d3 shorthorns** (p23), all paralysed, into a cart for transportation.
- 4 Precariously trying to avoid sinking into sucking mud as they try to steal recently slain bodies from **2d4 bog corpses** (p17).

LAIRS

- 1 A lonely and neglected graveyard. Each grave has been visibly plundered except for a well-maintained stone mausoleum.
- 2 A ruined chapel filled with crumbling scripture and crudely made holy symbols. Emaciated ghouls pray for salvation from their flesh-eating transgressions, before and after their hunger compels them to seek fresh meat.
- 3 A ditch beside a treacherous, waterlogged path. The wailing of **1d6 marsh lanterns** (p57) attracts fresh victims.
- 4 A series of hilltop barrows, overlooking a hamlet. The ghouls have taken to raiding the settlement, upsetting their **barrowbogy** (p14) neighbours who rely on the villagers for new pots and pies.

Gloam

Shadow-wreathed undead entities composed of the corpses of crow-like birds. Appear either as a flock of ragged birds or as a gaunt man, formed of the feathers, bones, and beaks of the flock.

MEDIUM UNDEAD—SENTIENT—NEUTRAL

Level 7 **AC** 14 **HP** 7d8 (31) **Saves** D8 R9 H10 B11 S12

Attacks 2 claws (+6, 1d8 + disease)
or flock (+6, 1d4 + disease)

Speed 40 **Fly** 60 **Morale** 9 **XP** 1,080

Encounters 1 (20% in lair)

Behaviour Cunning, obsessive, amoral

Speech Cawing rasp. Woldish, the tongue of crows

Possessions None **Hoard** C5 + R2 + M8 + collection

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysis*, *Dominance*).

Immunities: In humanoid form, suffer half damage from mundane (non-silver) weapons. In flock form, only harmed by area effects (e.g. flaming oil or *Fireball* spells).

Dark sight: Can see normally without light.

Flock attack: Attack Roll against one target per 5 Hit Points the gloam currently has (rounded up) in a 20' area.

Changing between forms: Takes 1 Round.

Disease: **Save Versus Doom** or contract a magical disease of rotting flesh, leading to death after 1d6 weeks.

Collection: Each gloam obsessively collects a specific kind of macabre object. See **Collection** for some examples.

Charm children: Gloams have a parental instinct and seek to nurture mortal children as protégés and assistants in their collecting. Mortal children encountering a gloam must **Save Versus Spell** or trust the monster, viewing it as a beloved parent or mentor, despite its sinister appearance.

Entourage: 2-in-6 chance of being accompanied by 1d4 **charmed children** (everyday mortals—*p110*).

COLLECTION

1 Condemned murderers	4 Mummified animals
2 Children's corpses	5 Teeth of the devout
3 Dried human corneas	6 Tokens of love

ENCOUNTERS

- Offering bright candy canes to 2 **wide-eyed children** (everyday mortals—*p110*) who are gathering kindling.
- 2d4 **children** (everyday mortals—*p110*) release a raggedy man from an iron cage in a tree. The gloam roosts in flock form, overseeing the proceedings with word-like caws.
- The smoking remains of an old barn in an isolated wood, freshly razed. A gloam sits nearby, weeping at the ruination of its home and precious items.
- Inspecting the wares of a **pedlar** (*p111*), taking especial interest in their collection of stuffed animals.



TRAITS

- Dressed in finery (the garments fly with the flock).
- Smoulders when exposed to light.
- Hovers ominously a few inches above the ground.
- Blood drips incessantly from eyes.
- Bleached, white bones with small clumps of feathers.
- Shadow moves independently, expressing emotions.

LAIRS

- The ruins of an old watchtower. At dusk, the gloam serenades a local **maiden** (everyday mortal—*p110*).
- A cluster of twisted pines. The gloam's presence inspires bloodthirsty behaviour in local songbirds.
- A wayside inn. The gloam lairs in the attic with its collection: adulterers' skeletons. The **landlady** (everyday mortal—*p110*, whose former husband is part of the collection), provides the gloam with a source of victims in exchange for protection.
- A creepy manor, the former residence of a necromancer. The gloam schools 2d6 **children** (everyday mortals—*p110*) in dark magic.

Goblin

Blue-skinned fairy merchants and charlatans who ferry odd goods from Fairy to trade in Dolmenwood. Have a deep love of material wealth (except silver), rivalling that of humans.

SMALL FAIRY—SENTIENT—ANY ALIGNMENT

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+1)

Speed 40 **Morale** 7 **XP** 35

Encounters 2d6 (no lairs in the mortal world)

Behaviour Sly, tricky, craven, whimsical

Speech Animated banter. Woldish, Sylvan

Possessions Carried by group: 2d100gp + R1
+ fairy trade goods (DCB) **Hoard** None

Cold iron: As fairies, goblins suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Goblins favour clubs (1d4), shortwords (1d6), and staves (1d4).

Theft (once per target): A goblin may attempt to magically purloin a valuable trinket (up to 10 coins of weight) they have seen in a mortal's possession. If the victim fails a **Save Versus Hold**, the item is whisked away into the goblin's pack and replaced with an illusory replica which evaporates into mist when touched. If the save succeeds, the victim feels a momentary tug on the item (which remains in their possession).

Illusory goods: Goblins sometimes sell illusory goods that evaporate into mist after 1 hour. Such ruses can be revealed by *Detect Magic* and similar.

Code of hospitality: If a goblin is invited into a place by way of handwritten invitation or swearing an oath of good behaviour, they are bound by ancient rites of hospitality and are unable to use their magic of illusion and theft while within the place.

Appearance: There are many kinds of goblins in Fairy, but by human standards they are uniformly ugly and ungainly. All are humanoid (2½–4½ tall), but they vary widely in form. See the **Body Shape** table.

BODY SHAPE

1 Crawls on all fours.	7 Rotund.
2 Gangly.	8 Slight.
3 Huge pot belly.	9 Small body, massive head.
4 Hunched.	10 Spherical, stumpy limbs.
5 Lolling head.	11 Stocky frame, tiny head.
6 Long-limbed.	12 Waifish.



TRAITS

- 1 Grinning, feline face with wiry whiskers.
- 2 Bristly, boar-like face with protruding tusks.
- 3 Wispy beard of thistledown. Speaks in rhyme.
- 4 Long, mouse-like nose, constantly twitching and sniffing.
- 5 Pointed ears and nose. Mouth of wicked, needle fangs.
- 6 Goggle-eyed. Whisking cat's tail.

ENCOUNTERS

- 1 Crowded around a **golden haired maiden** (everyday mortal—**p110**) in a glade, proffering syrupy *Fairy Fruits* (DCB) upon bronze platters. Her **sister** (everyday mortal—**p110**) peeks out from behind a nearby boulder, fearful of approaching the fairies.
- 2 Arguing with **1d6 scrabies** (**p73**) over the value of the sack of *Scrubber's Twist* (DCB—10 portions) the scrabies have for sale. The goblins wish to trade it for a trio of dewy peaches (*Fairy Fruits*—DCB).
- 3 Hastening away from an **old woman** (everyday mortal—**p110**) whom they have duped with illusory trinkets.
- 4 Prancing around to jaunty pipe music, playfully tossing a **human baby** (everyday mortal—**p110**) into the air.

Grimalkin

3'–4' tall feline fairies who shift between three forms: a humanoid cat, a fat moggy, and a primal fey predator. Wander in Dolmenwood to savour the absurdities of the mortal world.

SMALL FAIRY—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 12 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0) or fur ball (1d6, 30' line)

Speed 30 **Morale** 8 **XP** 15

Encounters 1d4 (10% in lair)

Behaviour Sharp-witted, narcissistic, mercurial

Speech Impudent yowls. Woldish, Mewl

Possessions 2d4gp + 1d3 *Kitty-Nibbles* (DCB)

Hoard C5 + R2 + M8

Cold iron: As fairies, grimalkins suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Grimalkins favour shortbows (1d6) and shortwords (1d6).

Fur balls (thrice a day): A grimalkin may sacrifice 1 HP to spew up a violent stream of congealed fur, spittle, and bone. All creatures in a 30' line suffer 1d6 damage (**Save Versus Blast** for half).

Estray form: A grimalkin's normal form, a humanoid cat.

Chester form: Can transform into a fat domestic cat (takes 1 Round). See **Chester Form**.

Wilder form: If reduced to half Hit Points, can transform into a near-invisible, primal fey form (takes 1 Round). Only deranged, predatory eyes remain visible. See **Wilder Form**.

Subtle sight: 3-in-6 chance of seeing invisible. May attack detected invisible creatures at a –1 penalty to Attack Rolls.

Kitty-Nibbles: Grant a +1 bonus to Attack Rolls for 1 Turn.



TRAITS

- 1 Dressed in pirate garb, complete with a tricorn hat.
- 2 Eyes shift between violet, green, and amber.
- 3 Fur constantly stands on end, as if electrified.
- 4 Licks face and preens whiskers with long, pink tongue.
- 5 Snacks on a seemingly limitless supply of pickled rats.
- 6 Smirks, snickers, and stifles laughs at all mortals say.

ENCOUNTERS

- 1 Skinning the giant, furry coils of a freshly slain **moggle-womp** (p59), yowling tauntingly all the while.
- 2 Manically chasing **2d4 giant rats** (p117).
- 3 Roasting meat over a fire, including suspiciously humanoid limbs. The grimalkins swear this is crookhorn meat.
- 4 Conversing in Sylvan with a **fairy horse** (p40), joking and guffawing about everyday events witnessed in a human town. Become hushed and shy if approached.

LAIRS

- 1 A half-sized cottage with gardens of catnip. A profusion of pipes, fiddles, and drums lines the interior walls.
- 2 A semi-permanent campsite, decked with hammocks, fire pit, and roasting spit. Game and loot are hoisted in trees.
- 3 A subterranean den, expanded from a giant rat lair. Carpeted with rat fur and decked with hunting trophies.
- 4 A high-prowed sailing ship beached on a mossy knoll. The captain's berth is lined with nautical maps of the strange lands of Fairy.

Chester Form (Fat Domestic Cat)

Attacks: 2 claws (+0, 1 damage) and bite (+0, 1 damage).

Language: Cannot speak, but can understand.

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

Wilder Form (Primal Fey Predator)

After 2d4 Rounds: Disappears into Fairy.

Bonuses: Heals 2d6 Hit Points. Armour Class 13.

Attacks: 2 claws (+2, 1d4) and bite (+2, 1d4).

Frenzy: Indiscriminately attacks the nearest creature. Cannot distinguish friend from foe.

Near invisible: Opponents who cannot perceive the invisible or see in darkness suffer a –2 Attack penalty.

Language: Can neither speak nor understand.

Harpy

Scrawny, saggy-skinned women with the legs, tails, and wings of a crow or chicken. Use their magic song to lure victims to their doom. Relish the flesh of sentients. Most serve Atanuwë.

MEDIUM MONSTROSITY—SENTIENT—CHAOTIC

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks 2 claws (+2, 1d4) and 1 weapon (+2) and song (charm)

Speed 20 **Fly** 50 **Morale** 7 **XP** 65

Encounters 2d4 (25% in lair)

Behaviour Rapacious, sadistic, avaricious

Speech Cackling, screeching. Woldish, Gaffe, the tongue of crows

Possessions 2d6gp **Hoard** C3 + R3 + M3

Magic Resistance: +2 bonus to Saving Throws against effects of magical origin.

Dark sight: Can see normally without light.

Weapons: Harpies favour daggers (1d4), clubs (1d4), and shortbows (1d6).

Charming song: Those who hear the song of a group of harpies must **Save Versus Spell** or come under their sway. If the Saving Throw fails, the victim is charmed to move towards the harpies (resisting those who try to prevent it), to obey the harpies' commands (if understood), and to defend the harpies. They are unable to cast spells, use magic items, or harm the harpies. Killing the harpies breaks the charm. A character who makes the save is unaffected for the rest of the encounter.

Origin: Harpies were created long ago by the priesthood of an evil deity in a distant land. Their original function was as heralds of the deity's will, their songs relaying prophecies and instilling fanatic devotion. Since the destruction of their temples by the Pluristine Church, they have spread far and wide. Many have made their way to Dolmenwood, attracted to the service of Atanuwë.



TRAITS

- 1 Dressed in tattered priestly robes.
- 2 Constantly humming a tune.
- 3 Reeks of sulphur.
- 4 Cradles a musical instrument.
- 5 Feathers white as snow.
- 6 Visage of an old man.

ENCOUNTERS

- 1 Conversing with **1d3 harridans** (p50) in the shadow of a dying oak, each party confidently revealing conflicting prophecies.
- 2 Whipping **3 bestial centaurs** (p24) into a frenzy, preparing them to raid and kill on behalf of the Nag-Lord.
- 3 Practising singing with the help of a terrified **bard** (Level 3—p104). The troubadour is resistant to magical charms but too frightened to flee.
- 4 Perched upon thick branches, tearing strips off the corpse of a freshly killed friar. Blood and gobbets of flesh periodically drip onto the ground below.

LAIRS

- 1 A half-finished stone temple to a forgotten god. **2d4 charmed villagers** have been labouring day and night to build it.
- 2 The rafters of a ruined church. The building has been profaned, black ivy creeps up the walls, and a chilling fog lingers day and night.
- 3 An earthen chamber, accessed through a tunnel set into a craggy cliff face. Cracks in the ground release poisonous fumes that induce potentially prophetic hallucinations.
- 4 A camp at the bottom of a dell filled with twisted, leafless trees. War parties of **3d10 crookhorns** (p28) periodically arrive to rest, cavort, and deliver prisoners for interrogation and consumption by the harpies.

Harridan

Depraved ogre witches (9' tall) who serve the Nag-Lord as lieutenants and soothsayers. Dwell underground, emerging to do their master's bidding or to hunt for juicy mortal flesh.

LARGE MORTAL—SENTIENT—CHAOTIC

Level 5 **AC** 14 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14

Attacks Club (+4, 1d10) or spell (see below)

Speed 30 **Morale** 10 **XP** 560

Encounters 1d3 (40% in lair)

Behaviour Diabolical, scheming, hateful, ravenous

Speech Deranged cackling. Woldish, Gaffe

Possessions 2d20gp **Hoard** C4 + R4 + M5

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Light sensitivity: Harridans suffer a –2 penalty to Attack Rolls and a –1 penalty to Armour Class when in bright light (daylight, *Holy Light*).

Dark sight: Can see normally without light.

Spells: Can cast each of the following arcane spells once per day: **Rank 1** *Ventriloquism*, **Rank 2** *Perceive the Invisible*, **Rank 3** *Fly*.

Charm person (thrice a day): A harridan may attempt to charm a mortal, fairy, or demi-fey. The target may **Save Versus Spell** to resist. If the save fails, the victim is charmed to move towards the harridan (resisting those who try to prevent it), to obey the harridan's commands (if understood), and to defend the harridan. They are unable to cast spells, use magic items, or harm the harridan. Killing the harridan breaks the charm.

Mimicry: Harridans accurately imitate animal sounds and voices to lure sentient prey to approach.

Hatred of mirrors: Harridans hate their own reflection and mercilessly attack anyone who presents a mirror.

Origin: Harridans were once human witches, corrupted by the dark magic of Atanuwë.



TRAITS

- 1 Central third eye, bulbous and oozing green pus.
- 2 Clad in a patchwork apron of human scalps.
- 3 Empty eye sockets, magical sight.
- 4 Gargantuan, hairy nostrils, constantly sniffing.
- 5 Lurid purple skin, flaking and blistered.
- 6 Clumps of matted hair writhe like serpents.

ENCOUNTERS

- 1 Capering around an old elm, flicking it with glowing blue goo whilst reciting words of magical power. The tree gradually withers and reanimates as an **evil treowere** (p83).
- 2 Whisking a succulent, unconscious **young beauty** (everyday mortal—p110) away to their lair. The harridans plan to cage, fatten, and roast the unfortunate.
- 3 Drawing the stinking entrails from a freshly slain donkey and suspending them above a green, sparking fire. The harridans wail as they receive divinatory visions.
- 4 Commanding a band of 2d4 **crookhorns** (p28), pulling a wonky cart loaded with caged human children, bound for the Court of the Nag-Lord (hex 0904).

LAIRS

- 1 A leaf-covered trapdoor leads down to a subterranean river and a rotting dock. The harridans lair in wooden barges and rowing boats moored at the dock.
- 2 A mud-brick cottage with a roof of thick straw. Below the homely interior is a maze of creepy cellars crammed with twisted roots, human bones, and organ-filled pickle jars.
- 3 A gloomy hut of branches and wickerwork, with purple smoke drifting from the chimney. The harridans squat around a great cauldron. A **kidnapped villager** (everyday mortal—p110) lolls wretchedly in a cage in the rafters.
- 4 A network of caves and clay pits where the harridans breed all manner of horrors. Their prize is a **mutant giant snail** (p77).

Headless Rider

Ghosts of highway robbers, disgraced knights, or bloodthirsty mercenaries who were brought to justice and executed. Wander on a spectral horse, clutching their ghastly, decapitated head.

MEDIUM UNDEAD—SENTIENT—CHAOTIC

Level 7 **AC** 16 **HP** 7d8 (31) **Saves** D8 R9 H10 B11 S12

Attacks Sword (+6, 1d8 + life drain) or gaze (terror)

Speed 30 (80 when mounted) **Morale** 9 **XP** 1,680

Encounters 1d4 (no lair)

Behaviour Obsessive, cruel, vengeful

Speech Grisly moaning (from decapitated head).

Woldish, Old Woldish (2-in-6 chance)

Possessions None **Hoard** C5 + R2 + M8

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysis*, *Dominate*).

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Incorporeal: Can pass through walls, doors, and other solid objects.

Dark sight: Can see normally without light.

Life drain: Each hit with the rider's sword permanently reduces the victim's maximum Hit Points by 1. *Holy Fire* restores 1d6 Hit Points lost in this way.

Gaze (once per target): A headless rider may hold aloft its decapitated head and direct its gaze at a target within 60'. The target must **Save Versus Hold** or fall to the ground, paralysed with terror for 1d6 Turns (aware but unable to move or act).

Ghostly mount: Headless riders are usually mounted on a ghostly horse, moving at Speed 80. See stats below.

Hidden hoard: Headless riders keep their hoard in a secret location, often buried in the deep woods.



TRAITS—MOUNT

- 1 Flaming hooves.
- 2 Skeletal.
- 3 Emaciated, with decomposing flesh.
- 4 Eyes emit a pale blue glow.
- 5 Hovers 6" off the ground.
- 6 Coated in lathery sweat, foaming at the mouth.

Ghostly Mount

LARGE UNDEAD—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Att 2 hooves (+1, 1d4) **Speed** 80 **Morale** 7 **XP** 35

Undead, incorporeal, dark sight, immunities: Per headless rider—see above.

TRAITS—RIDER

- 1 Stag's or ram's skull hovers above severed neck.
- 2 Gore drips from neck and head.
- 3 Wreathed in eerie violet flame.
- 4 Accompanied by the sound of a clinking coin purse.
- 5 Electrical sparks fly from wicked, jangling spurs.
- 6 Ornate plate armour, engraved with demonic visages.

ENCOUNTERS

- 1 Bearing down on a **lone cleric** (Level 1—*p104*), staunchly presenting her holy symbol despite its failure to repel the undead.
- 2 In battle with **1d6 knights** (Level 1—*p106*) wielding silver-tipped lances. The knights are on orders to vanquish the undead, who have been terrorising local roads.
- 3 Motionless at the centre of a track, challenging any who approach to single combat.
- 4 Dismounted, kneeling in a peaceful glade of wildflowers, mourning at the forgotten grave of a person once loved.

Jack-o'-Lantern

Ancient, brown-fleshed, humanoid mushrooms (4' tall) with great, wobbly caps and clusters of inscrutable eyes. Guardians of secret knowledge who delight in capturing mortal folk.

SMALL FUNGUS—GENIUS—CHAOTIC

Level 3 **AC** 11 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Thump (+2, 1d3) and gaze (dazzling)

Speed 30 **Morale** 7 **XP** 65

Encounters 1d8 (15% in lair)

Behaviour Alien, malevolent, Machiavellian

Speech Emotionless. Telepathic projection with any perceived sentient within 100'

Possessions None **Hoard** C8 + R9 + M2

Dazzling gaze: In combat or when threatened, jack-o'-lanterns' eyes emit a sickening green/blue strobe. At the start of each Round, all within 30' must **Save Versus Hold** or be dazzled, suffering a -2 penalty to Attack Rolls and Armour Class for that Round.

Riddles and secrets: Jack-o'-lanterns love riddles and word games, favouring parley over violence. When encountering other intelligent beings, they offer to reveal the answer to a problem or puzzle (see *Fungal communion*).

Fungal communion: A pulsing green glow from the mushroom's eyes and cap can hypnotise willing sentients. Subjects are immobilised for 1d4 hours, experiencing phantasmagoric visions. If a **Wisdom Check** succeeds, the visions reveal the answer to a riddle or puzzle, dredging deep secrets from the collective memory of mushroom-kind. If the check fails, the subject comes under the mushroom's thrall (effectively mindless), shrinks to 1" tall, and is scooped up and carried back to the lair.

Magical flesh: The flesh of a jack-o'-lantern reduces the production cost of *Dimensional Solvent*, *Silver* by one-third. It is worth 100gp.

ENCOUNTERS

- 1 Prancing gleefully around the drooling, hypnotised forms of **1d6 woodgrues** (p94), emitting high-pitched chittering sounds.
- 2 Scurrying away with a fistful of **miniature humans** (everyday mortals—p110) who sought the jack-o'-lanterns' wisdom and were found unworthy by the mushroom gods.
- 3 Trapped in a net, flailing wildly and broadcasting telepathic pleas for aid. An **adventuring party** (p108) hauls the net onto a wagon, for transport to their patron, the alchemist Madame Thornwaife (hex 1905).
- 4 Conversing with **1d3 mould oracles** (p61) amid a ring of standing stones clad with pulsating, luminescent fungus. Eavesdroppers who can understand Mulch hear fragments of a plan to breed a gargantuan, sentient puff-ball to carry out the will of the Myconom.



TRAITS

- 1 Cap peaked like a wizard's hat.
- 2 Twisted, talon-like fingers.
- 3 Eyes pulse purple and pink when communicating.
- 4 Blubbery, oozing, black maw.
- 5 Semi-transparent flesh reveals an inner illumination.
- 6 Cap crawling with delicate, magenta worms.

LAIRS

- 1 Little sandstone chambers dug out of the walls of a sinkhole. At the base of the hole, **miniaturised people** (everyday mortals—p110) mine for valuable ores.
- 2 A secret grotto, veiled with a curtain of multi-hued moss. Beneath dripping stalactites, the jack-o'-lanterns craft tiny town dioramas, peopled with their **miniaturised victims** (everyday mortals—p110).
- 3 A ruined house covered with slimy, black fungal nodules (*Hob's Lewd*—DCB). The jack-o'-lanterns lurk in the basement, brooding over obsessively catalogued racks of **miniaturised people** (everyday mortals—p110) in jars.
- 4 Bulbous fungal sacs dangling in the treetops. Each sac houses a single jack-o'-lantern, greedily leering over its **miniaturised victims** (everyday mortals—p110) as they wander befuddled in a fiendish fungal maze.

Kelpie

Demi-fey monsters that inhabit bodies of water. Appear as black horses, slick with foam, with backwards hooves and a bridle of silvery weed. Seek to enchant and devour humanoids.

LARGE DEMI-FEY—SENTIENT—CHAOTIC

Level 5 **AC** 14 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14

Attacks Bite (+4, 1d6) and 2 hooves (+4, 1d4)

Speed 60 **Swim** 60 **Morale** 8 **XP** 360

Encounters 1 (no lair)

Behaviour Wily, treacherous, dreamy

Speech Eloquently romantic. Woldish, Sylvan

Possessions None **Hoard** None

Cold iron: As demi-fey, kelpies suffer 1 extra point of damage when hit with cold iron weapons.

Amphibious: Can breathe air and water.

Enchanting song: All who hear the beautiful song of a kelpie must **Save Versus Spell** or be enchanted. Victims are compelled to approach and mount the kelpie (which can lengthen to carry up to a dozen individuals). Following a wild, aquatic ride, the kelpie drowns its victims, consumes their flesh, and leaves their entrails by the water's edge.

Bridle: One not enchanted by a kelpie's song may try to remove its bridle, requiring a successful melee attack. A kelpie is bound to serve the character for 1d8 days.

Human form: Kelpies sometimes leave the water and wander the shore in the form of a dashing young human in old-fashioned, formal dress. They can be recognised by the pond weed tangled in their hair.

Charm humans: A kelpie in human form may attempt to charm a human encountered alone. If the victim fails a **Save Versus Spell**, they are compelled to wander with the kelpie. After 1 day, the kelpie attempts to drown and devour the victim, unless their Charisma is 16 or higher. In this case, the kelpie falls in love and serves the victim for 1d8 days before either fleeing or choosing to become permanently human (equal chance of either).

ENCOUNTERS

- 1 Lying in wait beneath the steep bank of a pool or stream, making cries and wails like those of a drowning child.
- 2 Charging along with a **red-headed maid** (its lover, everyday mortal—*p110*) atop its back. The pair flee a group of **6 villagers** (*p111*)—the girl's relatives, armed with pitchforks—who suspect the fairy nature of her new paramour.
- 3 Strolling beside a brook in the form of a dashing young gentleman, muttering to himself, claiming to be seeking his black horse. If aided, the kelpie tries to find a moment alone with the character most vulnerable to its charms.
- 4 Careering in a pool, bearing a **grizzled hunter** (Level 1—*p106*) and a **young lad** (everyday mortal—*p110*), both whooping with joy. The kelpie prepares to drown them. A bundle of furs and a brace of pheasants lie nearby.



TRAITS (EQUINE FORM)

- 1 Dappled green and brown flanks.
- 2 Pearly eyes.
- 3 Covered in small snails and shellfish.
- 4 Glimmers as if in moonlight.
- 5 Eyes aflame with an unholy light.
- 6 Eyes and tongue rolling drunkenly.

TRAITS (HUMAN FORM)

- 1 Silver hair.
- 2 A horse's tail, hidden beneath clothing.
- 3 Whinnies with pleasure.
- 4 Reeks of raw fish.
- 5 Dripping wet.
- 6 Prances skittishly.

Madtom

Slimy 3-4' tall amphibious demi-fey with pasty, catfish faces. Dwell in murky rivers and only approach the surface to hunt for land-dwelling creatures, preferably sentient.

SMALL DEMI-FEY—SENTIENT—NEUTRAL OR CHAOTIC

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Spear (+1, 1d6 + harpoon, range 20'/40'/60')
or bite (+1, 1d4 + poison)

Speed 20 **Swim** 40 **Morale** 8 **XP** 35

Encounters 1d12 (25% in lair)

Behaviour Dull-witted, sly, ravenous

Speech Slurping. Sylvan, Mewl, Woldish (1-in-4 chance)

Possessions None **Hoard** C6 + R7 + M4

Cold iron: As demi-fey, madtoms suffer 1 extra point of damage when hit with cold iron weapons.

Amphibious: Can breathe air and water.

Harpoon: The victim must **Save Versus Hold** or be dragged 10' toward the madtom (possibly falling into the water).

Poison: **Save Versus Doom** or be paralysed for 1d4 Rounds (aware but unable to move or act)

Traps: Madtoms hunt mortals by laying traps along the banks of watercourses. At least one of the traps listed under **Mantraps** is present when madtoms are encountered.

Grimalkins: Madtoms get along famously with cat-folk.



MANTRAPS

- Spiked pit.** 1d3 foot-sized pits lined with barbed stakes. For each pit encountered, a random character must **Save Versus Hold** or take 1d4 damage; they are then ensnared (unable to move for 3 Rounds) and attacked.
- Lure box.** Valuable items or living creatures (game hens, stolen livestock, a kidnapped child) in a wooden cage. A party distracted attempting to open the cage must make a Surprise Roll as they are set upon by madtoms.
- Hook.** Illusory food or drink (shank of beef, bottle of ale, creamy gateau) hooked on an invisible cord. Anyone touching the illusion must **Save Versus Hold** or be hooked: 1d4 damage, dragged 10' per Round toward the water.

ENCOUNTERS

- Dancing in a glade with 2d4 **grimalkins** (p48), playing awful, screeching bagpipes and drunk on *Nippers* (DPB).
- Furtively dragging a bleeding, semi-conscious traveller through the undergrowth to their lair.
- Thrashing around in a deep pool, attempting to mount a wild **giant catfish** (p113) and rein it with a harness of fairy silver (worth 1,000gp, charms any fish it is attached to).
- Goggle-eyed, hypnotised by a **phlegm wyrm** (p99). The wyrm's mesmerising voice hisses from the cover of a great moss bank, directing the madtoms to dig up a standing stone which exudes a vexing magical aura.

TRAITS

- Frilly gills change colour with mood.
- Two pupils in each eye.
- Tongue pokes out to lick eyeballs.
- Row of fin-like proto-hands along belly.
- Shedding skin: flaky scales drop off.
- Milky white, translucent flesh. Pink eyes and organs.

LAIRS

- Aquatic chambers beneath an elaborate, curving dam of spittle-glued twigs and willow wickerwork. A handful of **land-dwellers** (everyday mortals—p110) are imprisoned in air-filled dungeons.
- Caves behind a misty waterfall. The madtoms pickle delicacies (human hands and organs) in wooden casks.
- A magical whirlpool, 30' across. Eddies in the sides of the vortex lead to chambers inside great air bubbles, decorated with pondweed, driftwood, and breggle bones.
- A steaming, bubbling mud pool, shared somewhat uneasily with 2d4 **marsh lanterns** (p57).

Manikin

Wooden humanoid figures (4–5' tall) roughly constructed out of sticks, planks, or broken furniture. Animated by witches as guardians and automaton servitors.

MEDIUM CONSTRUCT—MINDLESS—NEUTRAL

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Fist (+1, 1d8)

Speed 20 **Morale** 12 **XP** 20

Encounters 1d3 (75% in lair)

Behaviour Awkward, unflinching

Speech None. Understand basic Woldish

Possessions None **Hoard** None

Construct: Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Dark sight: Can see normally without light.

Flammable: Suffer double damage from fire.

Initiative: –1 penalty to Initiative Rolls due to stiff movement. If a side consists of manikins with other creatures, treat manikins as a separate side with their own (penalised) Initiative Roll.

Construction: Manikins may be constructed of any kind of wood available. See the **Construction Material** table.



CONSTRUCTION MATERIAL

1 Ash wands.	7 Jumbled sticks.
2 Broken bookshelves.	8 Limed laths.
3 Broken door planks.	9 Roughly sawn planks.
4 Bundles of twigs.	10 Smashed chairs.
5 Charred logs.	11 Tarred logs.
6 Halved trunks.	12 Varnished oak.

ENCOUNTERS

- 1 Maintaining a flower garden in the middle of an otherwise empty glade.
- 2 Unsuccessfully attempting to pull a *Knobbed Mandrake* (DCB) out of the ground.
- 3 Dragging a *Braithmaid* (p34) back to her witch mentor. The young woman was attempting to return to the Drune after having second thoughts about her initiation.
- 4 Burying the body of a murdered villager dumped nearby. If inspected, it's clear the victim was stabbed to death.

TRAITS

- 1 No discernible head.
- 2 Chessboard on chest, chess pieces for fingers.
- 3 Face of a young boy, carefully carved from oak.
- 4 China chamberpot perched atop shoulders, as a head.
- 5 Quietly mutters a single, creaking word: "Hasturiel".
- 6 Dressed in ill-fitting petticoats and a flowery smock.

LAIRS

- 1 A simple cottage built beside a bubbling brook. 2 **witches** (p90) live inside, meticulously carving new manikin servants. Figures with any flaw are thrown into the fire.
- 2 A cloister garden in a ruined monastery. As the seasons change, a **witch** (p90) periodically visits to give orders about which psychedelic plants need to be grown next.
- 3 The attic of a **noblewoman's** house. Seemingly lifeless, the manikins will only act if someone violently accuses the lady of the house of being a witch.
- 4 An overgrown log cabin concealed in a grove of trees. The manikins tend to the skeleton of their deceased creator.

Manticore

Magical monstrosities of dream, with the face of a human, the body of a lion, bat-like wings, and a tail bristling with spikes. Driven by vanity and the desire to become human.

LARGE MONSTROSITY—SENTIENT—ANY ALIGNMENT

Level 6 **AC** 15 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks [2 claws (+5, 1d4) and bite (+5, 2d6)]
or tail spikes (+5, 1d4 + sleep, range 60'/120'/180')

Speed 40 **Fly** 60 **Morale** 9 **XP** 520

Encounters 1d4 (20% in lair)

Behaviour Vain, covetous, love riddles

Speech Languid growl. Woldish, Mewl

Possessions None **Hoard** C6 + R7 + M4

Dark sight: Can see normally without light.

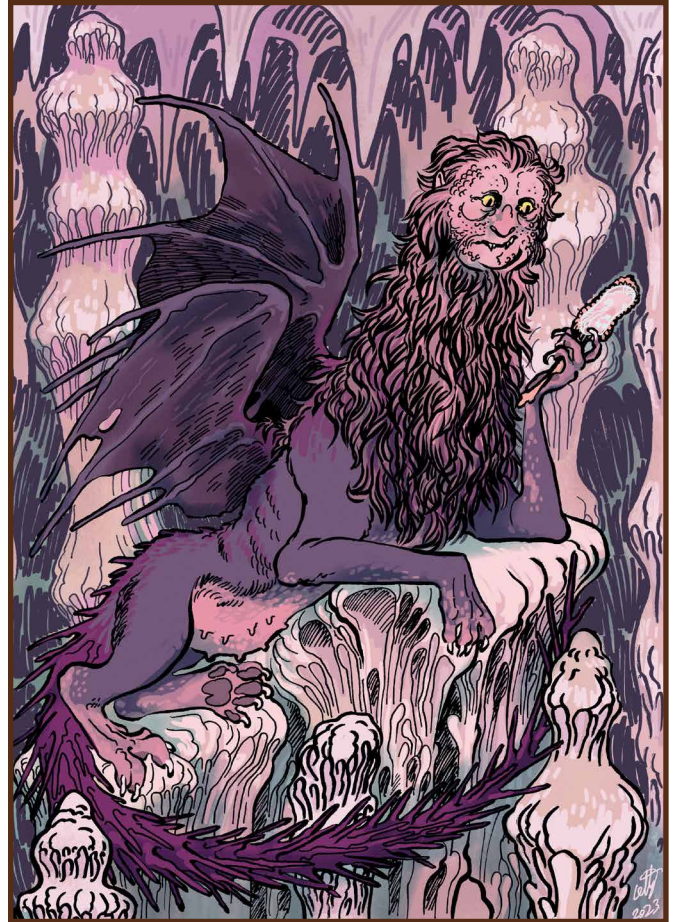
Tail spikes: A manticore can fire volleys of 1–3 spikes per Round (at most 12 spikes a day). A separate Attack Roll should be made for each spike fired.

Sleep: Victims of a manticore's tail spike must **Save Versus Spell** or fall into a feverish, nightmare-laden sleep for 1d4 Turns. Sleeping characters can be forcefully awakened (e.g. by slapping).

Eating human hearts: If a manticore consumes a dozen human hearts, it is forevermore transformed into a normal human.

Origin: Manticores are magical creations of the fairy Duke Who Cherishes Dreams (*DCB*), conjured as guardians of his treasury of dreams of mortal vanity. Certain individuals, obsessed with becoming human, abscond to Dolmenwood.

In the Nagwood: Chaotic manticores are sometimes seduced into the service of Atanuwë, promised human flesh as their reward. They roam as guardians of the Nagwood.



TRAITS

- 1 Three rows of teeth.
- 2 Luscious golden locks.
- 3 Bushy tail, held upright.
- 4 Needling, whiny voice.
- 5 Face of an oversized toddler.
- 6 Emaciated, bones pressing against skin.

ENCOUNTERS

- 1 Lazily lounging by a pool of crystal-clear water, staring in admiration at its own reflection.
- 2 Stalking a **knight** (Level 3—*p106*) and **1d4 squires** (Level 1 knights—*p106*) who have been sent into the woods in search of a man-eating lion.
- 3 Struggling with nets cast by **1d4 elf knights** (*p38*), who have been tasked with returning any wayward creations of the Duke Who Cherishes Dreams to Fairy.
- 4 Contemplating a bloody heart, unsure if becoming human is truly the right decision. Eagerly invites philosophical insight from passing humans.

LAIRS

- 1 An unassuming pit cave, the bottom carpeted with broken bones. The manticore's shiniest and most reflective treasures rest in alcoves.
- 2 A large dolmen built atop a scorched hill. The manticore cares for a pulsating, fleshy mound that grows inside, preparing to give birth to a new servant of the Nag-Lord.
- 3 A rock shelter at the base of a cliff. The manticore engages those who use the nearby pass in riddles in exchange for their lives.
- 4 A simple grotto, hidden behind a curtain of moss and vines, furnished with stolen luxuries such as plush cushions and fine rugs. **1d4 grimalkins** (*p48*) are regular visitors.

Marsh Lantern

Wretched souls of those who drowned unconsecrated in marshy pools. Manifest as plaintive visages trapped in orbs of bobbing light, luring unwary travellers to meet the same doom.

MEDIUM UNDEAD—SEMI-INTELLIGENT—CHAOTIC

Level 4 **AC** 16 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Touch (+3, energy drain) or wail (compel)

Speed 20 **Morale** 12 **XP** 230

Encounters 1d12 (100% in lair)

Behaviour Hateful, pitiful

Speech Cacophonous moaning

Possessions None **Hoard** C5 + R2 + M8

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysis*, *Dominate*).

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Dark sight: Can see normally without light.

Compelling wail: A marsh lantern may gaze upon a target within 60' and emit a plaintive wail. The target must **Save Versus Hold** or be compelled to move towards the marsh lantern at their full Speed for 1 Round.

Energy drain: The touch of a marsh lantern reduces the victim's maximum Hit Points by 1d3 and incurs a -1 penalty to Attack Rolls and Saving Throws. These effects are cumulative if a victim is touched multiple times. Gaining a Level removes all penalties and restores lost maximum HP.

Tethered: A marsh lantern cannot move more than 60' from the site where its corpse lies rotting.

If turned: A marsh lantern, unable to flee, disappears beneath the bog waters, unable to manifest for 1d6 Turns.



TRAITS

- 1 Tears of yellow ectoplasm drift from weeping face.
- 2 Joined souls—two faces, partially amalgamated.
- 3 Emits a lurid ultraviolet radiance.
- 4 Tethered to its corpse by trailers of lank lichen.
- 5 Innocent, smiling face of a child.
- 6 Face morphs between rotting corpse and beautiful maid.

LAIRS

- 1 The marsh lanterns are the bickering spirits of a family of pedlars. The rotting remains of their wagon lie half submerged in a swamp. The skeletons of two horses are slumped before it, still yoked.
- 2 A cottage submerged in a bog, only its algae-soaked thatch and leaning chimney protrude. The marsh lanterns flit in and out of the underwater doors and windows of their former dwelling.
- 3 A low, soggy island in a bog. The lights of the marsh lanterns flicker among a stand of dark pines atop the isle.
- 4 A wide, waterlogged ditch into which the graves of a long-abandoned cemetery have slumped. A tangle of leaning thorn trees and mangled iron railing demarcates the cemetery's former boundary.

Merfaun

Aquatic, human-sized demi-fey, with the scaled tails of fish, the upper bodies of men, and the horns and curly hair of goats. Lair in subaquatic caverns and make merry in enchanted waters.

MEDIUM DEMI-FEY—SENTIENT—ANY ALIGNMENT

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Trident (+1, 1d6) or horns (+1, 1d4)

Swim 40 **Morale** 8 **XP** 20

Encounters 2d6 (10% in lair)

Behaviour Merry, boisterous, hedonistic

Speech Boastful, mirthful. Woldish, Sylvan, Merfolk

Possessions 1d6gp **Hoard** C5 + R3 + M9

Cold iron: As demi-fey, merfauns suffer 1 extra point of damage when hit with cold iron weapons.

Song immunity: Merfauns are immune to magical songs and music, including those of kelpies and woodgrues.

Amphibious: Can breathe air and water.

Kiss: A merfaun's kiss grants a land-dwelling humanoid the ability to breathe underwater for 24 hours.

Magical song (once a day): The song of a group of merfauns has an enchanting effect on willing listeners. See *Enchanted Songs*.

Hunt kelpies: Merfauns have an ancient animosity with kelpies, slaying any that enter the waters around their subaquatic homes.

All male: All merfauns are men. No merfaun women exist.



ENCHANTED SONGS

- Deep sleep.** Listeners drift into a soothing sleep: +1 bonus to Constitution Checks to get a good night's sleep.
- Merry revelry.** Listeners enter a state of merry drunkenness. See *Inebriation* under *Beverages*, *DPB* for effects of drunkenness.
- Dreamy insight.** After an hour of quietly contemplating the song, the listener with the highest Wisdom may make a **Wisdom Check**. If the check succeeds, the Referee gives the player a clue about a problem or riddle faced.

ENCOUNTERS

- Calling out to attractive passersby, inviting them to join in swimming in the water.
- Lounging half-asleep atop a domesticated **giant crab** (*p113*) as it moves back and forth across a beach, looking for food. If approached, the merfauns let the crustacean give sentient creatures a little scare before calling it off.
- Bartering with **2d8 mossling traders** (*p60*) for different kinds of pipeweed. Insistent on trying the merchandise before they buy.
- Lying in wait as an unsuspecting **kelpie** (*p53*) leads a handsome young man towards the water's edge.

TRAITS

- Goat-like eyes.
- Dressed in armour constructed from reeds (AC 13).
- Upper body covered in thick, weed-like hair.
- Translucent, pale blue flesh.
- Strong body odour of dead fish.
- Necklace fashioned from sea snail shells.

LAIRS

- A secret waterfall grotto, riddled with passageways leading to deeper subaquatic caverns. Slick, scintillating rocks in the plunge pool make for the perfect lounging spot.
- A large sailing ship that barely fits the lake it sits atop. The merfauns lounge on the ship's deck during the day, then rest in subaquatic tunnels below at night.
- An underwater cave system connecting numerous rivers. **2d6 madtoms** (*p54*) periodically make a play for the caves.
- An enchanted lake, blanketed in a silver mist. On dark nights, a troupe of **3d6 woodgrues** (*p94*) visits to engage in revelry and contests of musical skill on the lakeshore.

Mogglewomp

Leonine demi-fey monsters with great claws, fangs, and saucer-like eyes. Wander in human form, seeking an offer of a hot drink, before eating their host and taking over their abode.

LARGE DEMI-FEY—SENTIENT—CHAOTIC

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks 2 claws (+2, 1d10) and bite (+2, 2d6)

Speed 40 **Morale** 7 abroad, 9 in lair **XP** 65

Encounters 1 (50% in lair)

Behaviour Ferocious, slow-witted, curious, thirsty for tea

Speech Stammering yowls. Basic Woldish, Mewl

Possessions None **Hoard** Wealth of dwelling's former owner: 2d20gp (common) / C3 + R3 + M3 (affluent) / C7 + R11 + M9 (rich)

Cold iron: As demi-fey, mogglewomps suffer 1 extra point of damage when hit with cold iron weapons.

Immunities: Mogglewomps have rubbery flesh beneath their fluff. They suffer half damage from slashing or slicing weapons. Severed appendages can be reattached.

If encountered abroad: A mogglewomp has the form of a hirsute, slack-jawed bumpkin, dressed in travelling attire.

Entering a home: When invited indoors and given a hot beverage, a mogglewomp reverts to its monstrous form, growing rapidly to fill the dwelling (see **Growth**). To cement itself as new master of the house, it makes fast work of eating or expelling the dwelling's former inhabitants.

Growth: Initially the size of a lion, a mogglewomp's body, neck, and limbs extend into great mounds and coils of furry flesh, expanding to fill a 10' × 10' area per Turn. The monster gains 1 Level per room it overwhelms (to a maximum of Level 18). For each extra Level, the monster gains 1d8 HP and a +1 bonus to Attack Rolls and Saving Throws. The monster's XP value should be calculated according to its increased Level (see **Creating Monsters**, p126).

If made homeless: A mogglewomp cast out from its home reverts to its wandering human form in 1d6 hours.



TRAITS

- 1 Wiry, 6'-long whiskers.
- 2 Frilly gingham bonnet.
- 3 Quivering, purple, rubbery lips.
- 4 Twirls its oiled moustache.
- 5 Wears a neck-ruff or bow-tie.
- 6 Bright cyan fur.

LAIRS

- 1 A cosy wee cottage with smoke streaming cheerily from the chimney. The clink of china and a satisfied slurping, followed by growls and screams, can be heard within.
- 2 A small, unkempt manor in which the mogglewomp has grown to giant proportions, its face poking out of the attic and its forepaws out of upper windows. **3 knights** (Level 1—p106) survey the house from a safe vantage point.
- 3 A tea house beside a beautiful pool (an ill-trained apprentice failed to recognise the mogglewomp before serving it). The proprietors escaped and have set up camp nearby.
- 4 A ramshackle shed, bulging with the mogglewomp's furry flesh. The beast lies grumbling within, clutching a mug of tea and scheming a way to find a larger home.

ENCOUNTERS

- 1 Trudging through a small hamlet, stopping at each door to ask for a cup of tea.
- 2 Crawling forlorn through the undergrowth in monstrous form, moaning. The mogglewomp has been cast out from its dwelling by **3d6 villagers** (p111), wielding pitchforks. Some follow after, intent on putting an end to the beast.
- 3 Writhing in a muddy puddle, being mercilessly beaten by **2 yowling grimalkins** (p48)—grimalkins have a great animosity toward mogglewomps, thought to have originated aeons ago, when the ancestors of mogglewomps dwelt in the fairy realm of Catland).
- 4 Carrying a china teacup in an outstretched hand, asking for the way to the nearest settlement.

Mossling

4' tall, gnarled, woody humanoids with mossy hair and beards. Live in isolated communities in gloomy, dank, forest dells. Renowned as brewers and cheese-makers.

SMALL MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 13 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0)

Speed 30 **Morale** 7 **XP** 10

Encounters 2d8 (50% in lair)

Behaviour Slow but shrewd, jovial, prudent

Speech Squelching, grinding. Woldish, Mulch

Possessions 3d6sp + fungi (see below)

Hoard C3 + R3 + M3

Resilience: +4 bonus to Saving Throws against fungal spores or poisons. +2 bonus to all other Saving Throws.

Weapons: Mosslings favour clubs (1d4), hand axes (1d6), and slings (1d4).

Armour: Mosslings wear bark armour (DPB). Without armour, they have AC 10.

Plant/fungus symbiosis: Each mossling's moist, earthy flesh hosts a number of symbiotic plants, moulds, or fungi. See *Fertile Flesh*.

Fungi: Mosslings carry a pouch of useful fungus foraged in the deep woods: 1d3 portions of *Blood Canker* (DPB), *Hogscap* (DPB), or *Grinning Jenny* (DCB).

Main settlement: Orbswallow (DCB).



FERTILE FLESH

- 1 Eyes furred over with orange fungus.
- 2 Puffball growths around the buttocks and knees.
- 3 Miniature tree growing from one ear.
- 4 Hair and beard filled with tasty edible mushrooms.
- 5 Skin covered in slimy green jelly.
- 6 Beard and hair wet with yeast-froth.

ENCOUNTERS

- 1 Feverishly digging around the base of a standing stone, attempting to uproot it. The mosslings believe the stone's evil magic is blighting the fungi in the region.
- 2 Chasing 2d6 errant swine (use merriman stats—p116) which, hexed by a slighted magician, have grown wings and escaped from their pens.
- 3 Guardedly gathering the plentiful mushrooms of a quiet grove.
- 4 Reading a ducal decree, nailed to a tree, which announces a steep rise in taxation.

TRAITS

- 1 Pack full of stinky swine-cheese.
- 2 Curious, bendy hat of red felt.
- 3 Butt naked.
- 4 Dried mushroom caps strung around neck.
- 5 Dainty birch-bark gloves and booties.
- 6 Speaks in a high-pitched wheeze.

LAIRS

- 1 Lacquered, circular wooden trapdoors in the forest floor lead down to a warren of earthy passages and round chambers intersected by the tunnels and lairs of an extensive badger sett.
- 2 Cliffs and rocky protrusions riddled with natural caves, converted into cosy, single-family dwellings. The entrances are sealed with brightly painted wooden doors.
- 3 The body of a huge fallen tree, hollowed out to form chambers and corridors. Round portholes line the sides, while the only door is atop the trunk, close to the roots. Amidst the broken branches, a giant, roughly humanoid clay statue stands, surrounded by glowing orbs.
- 4 A village of giant mushrooms, hollowed out to provide living spaces. The largest mushroom, a gigantic spotted toadstool at the centre of the community, houses a merry inn with cosy, spongy rooms on several levels.

Mould Oracle

Mosslings devoted to communion with the Mogba deities of roots, mould, and mycelia. Symbiosis with psychedelic fungi lends them divinatory powers and warped personalities.

SMALL MORTAL—SENTIENT—NEUTRAL

Level 4 **AC** 12 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Gnarled cudgel (+3, 1d6) or spore breath (psychedelic poison) or spell (see below)

Speed 30 **Morale** 8 **XP** 230

Encounters 1d3 (65% in lair)

Behaviour Sagacious, inscrutable, idiosyncratic

Speech Abstracted gurgling. Woldish, Mulch, Dwelve (1-in-4 chance)

Possessions 3d6sp **Hoard** R1 + M5

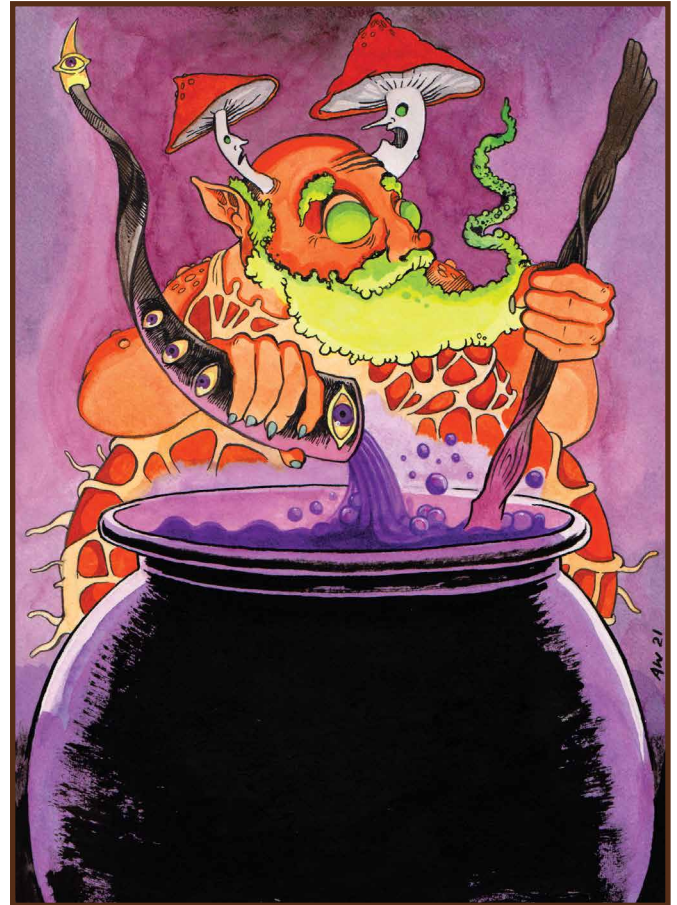
Resilience: +4 bonus to Saving Throws against fungal spores or poisons. +2 bonus to all other Saving Throws.

Spore breath (thrice a day): A mould oracle can breathe a cloud of psychoactive spores in a 10' cone. All creatures in the area must **Save Versus Blast** or fall to the ground writhing in psychedelic ecstasy, unable to move or act for 1 Turn.

Spells: The typical mould oracle has the following arcane spells memorised: **Rank 1** *Vapours of Dream*, **Rank 2** *Dweomerlight*, **Rank 3** *Dark Sight*, **Rank 4** *Polymorph*.

Divination: A mould oracle can perform a divinatory ritual lasting 1 hour. The ritual divines the likely outcome of an action planned by characters in the near future, providing a “weal or woe” response or sometimes a cryptic clue. Characters must perform a quest for the mould oracle in return, or provide compensation of herbs or fungi to the value of at least 200gp.

Plant/fungus symbiosis: Like all mosslings, each mould oracle’s flesh hosts a number of plants, moulds, or fungi, in a symbiotic relationship. See *Fertile Flesh*, p60.



TRAITS

- 1 Rough clay mask with dangling conkers.
- 2 Pulsating puffballs in place of eyes.
- 3 Yellow spores drifting from mouth and ears.
- 4 Constant oracular babbling.
- 5 Hands formed entirely of knotted mycelia.
- 6 Naked, skin daubed with glowing green slime.

ENCOUNTERS

- 1 Crawling through the undergrowth on a vision quest in wide-eyed, psychedelic glee, drooling pink slime. Likely to believe passersby to be divinatory hallucinations.
- 2 Tottering under the weight of a gigantic yellow mushroom covered in pale green froth—a giant, 50-dose specimen of *Shaggy Sage* (DCB) worth 2,500gp.
- 3 Stirring a pool of star-spangled blackness in the hollow bole of a tree, attended by **2d6 sprites** (p80). If disturbed, all vanish and the pool of blackness evaporates.
- 4 Leading a congregation of **2d6 mosslings** (p60) in anointing a 15' tall, rotting stinkhorn with sloppy, fermented milk. The ritual culminates with the voice of the **Myconom** (DCB) prophesying a fungal uprising in the Nagwood, expelling the alien Nag-Lord.

LAIRS

- 1 An opaque pool of swirling, purple water. Entering the water transports one into a domed cave festooned with drooping, coral-like fungus. The real world is reflected in the polished floor. The mould oracles contemplate drifting bubbles of coloured gas.
- 2 A stone circle in a moss-carpeted glade of giant mushrooms. The mould oracles are attended by **2d8 gobbles** (p114) with symbiotic fungus growing in their brains.
- 3 A grotto of dripping pools, glowing mushrooms, and mutated skulls. The mould oracles slumber on the ceiling, wrapped in mycelial cocoons.
- 4 A network of damp burrows. In a central chamber stands a great clay idol of the Wood God **Limwdd** (DCB), teeming with maggots, which the mould oracles consume.

Mugwudge

Long-necked, hirsute boars whose awful stench and deadly breath deter most predators. Live on mushrooms, moss, and pondweed. Dangerous and irascible if disturbed.

LARGE MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Tusk (+2, 2d4) or breath (turn to wood)

Speed 40 **Morale** 8 **XP** 90

Encounters 1d4 (33% in lair)

Behaviour Dull-witted, greedy, cantankerous

Speech Grumbling and bellowing

Possessions None **Hoard** 1d4 magical fruits in trees around lair (see below)

Nauseating stench: Natural carrion odour sickens humanoid: **Save Versus Doom** or suffer a –2 penalty to Attack Rolls while in melee with a mugwudge.

Woodifying breath (thrice a day): Purple miasma, 30' long, 10' wide. All in the cloud must **Save Versus Hold** or be transformed into living wood.

Restoring victims: Woodified victims can be restored to life by magic that causes plants to grow (e.g. *Plant Growth*) or polymorphs a target (e.g. *Polymorph*).

Wood growth: If not restored, a woodified victim will sprout twigs, branches, and leaves, eventually growing into a stunted tree. When fully matured, such trees bear 1d4 black, medlar-like fruits every year.

Fruits: A fruit from a mugwudge's tree has the power to dispel a curse if eaten.



TRAITS

- 1 Fringes of purple, symbiotic lichen.
- 2 Warty pustules covering back.
- 3 One eye bulbous and oozing black pus.
- 4 Swollen, throbbing tongue lolls from mouth.
- 5 Eyeless, senses by smell and hearing alone.
- 6 Six-legged. Massive front legs and stumpy rear legs.

ENCOUNTERS

- 1 Browsing on a series of fecund, multi-hued moss mounds lined up beside a ditch like barrows. A **troll** (p84) approaches cautiously, angered at the defilement of its moss garden.
- 2 Sniffing around a 120' long, roughly humanoid mound, carpeted with tiny, glowing green mushrooms. Beneath the fungal covering is the decomposing corpse of a giant.
- 3 Bellowing and wrestling in a muddy basin, battling for mating rights.
- 4 Reclining peacefully in a warm pool, submerged up to the mouth, letting out satisfied, bubbling sighs. The boars' nauseating stench is nullified while they are submerged.

LAIRS

- 1 Leaf mounds amid a glade of twisted, blossoming trees—the remains of woodified victims. 3 wrinkled black fruits can be found (see **Wood Growth and Fruiting**).
- 2 Shallow burrows dug into a sandy bank by a stream. A hermit **friar** (Level 1—p106) named Meredith camps nearby. She has a rapport with the mugwudges, who protect her in return for choice fungal delicacies from her foraging satchel.
- 3 A pool of bubbling mud, ringed with swaying reeds. When bathing in the warm mud, the boars are utterly docile.
- 4 Leashed, guarding the vegetable plots of an 8' tall, **scarecrow** (p72) named Palanquin. The scarecrow dwells in a thatched cottage amid a verdant orchard and spends its days carving root vegetables into the likenesses of every mortal in Dolmenwood.

Nutcap

2-3' tall, arboreal demi-fey with wings like sycamore seeds, acorn heads, hands and feet like creeping roots, and skin like smooth beech bark. Guard magical trees of their own breeding.

SMALL DEMI-FEY—SENTIENT—ANY ALIGNMENT

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16

Attacks Dart (+0, 1d4, range 20'/ 40'/ 60')
or cudgel (+0, 1d4)

Speed 20 Fly 40 Morale 7 XP 10

Encounters 2d6 (50% in lair)

Behaviour Capricious, covetous, flighty

Speech Excited chittering. Sylvan, Mulch (1-in-3 chance)

Possessions None **Hoard** C3 + R3 + M3

Cold iron: As demi-fey, nutcaps suffer 1 extra point of damage when hit with cold iron weapons.

Plant-based: Nutcaps are affected by magic that targets plants or plant-based creatures.

Wood extraction: Nutcaps can extract raw or shaped wood from trees merely by touch, without cutting or harming the tree. An unarmed nutcap can arm itself with a cudgel or dart by touching a living tree for 1 Round.

Aerial raids: Nutcaps are agile flyers. They sometimes make aerial raids on ground-dwellers, gleefully stealing tasty food and small items.

Mount: 1-in-3 nutcaps is mounted on a **giant fly** (p114).

Reproduction: Like many trees, nutcaps are hermaphrodites. They live in breeding clusters of 2–4 adults and lay nut-like eggs which they plant in pots of carefully fertilised soil, guarded in their nests. The young grow as semi-humanoid plants for the first year, before leaving the pot.

Life cycle: Nutcaps have a lifespan of 200–300 years, finally entering a vegetative state wherein their body melds with the wood and roots of nearby trees. They subsist entirely upon the produce of trees: wood, roots, fruits, and seeds.



TRAITS

- 1 Scintillating compound eyes.
- 2 Creaks like wet wood as it moves.
- 3 Leafy shoots growing from joints.
- 4 Symbiotic hornets' nest (treat as an **insect swarm**—p115).
- 5 Burred hands (can be used as clubs).
- 6 Eye-like whorls over whole body.

ENCOUNTERS

- 1 Drunk on berry wine, fighting over a pouch of 1d12 lambent blue nuts. The nuts are magical, each having the effect of a random balm or potion with a 1 Turn duration: *Dimensional Solvent* (Gold or Silver), *Liquid Time*, *Vaporous Spirits*. Each nut is worth 500gp.
- 2 Raiding a cart laden with vegetables. The **angry farmer** (everyday mortal—p110) waves a rake at the nutcaps.
- 3 Polishing little faces in the trunk of a great elm—the hallowed remains of community elders.
- 4 Tenderly carrying 1d6 **young** (1' tall, wavering, green saplings with humanoid arms and little leaf faces) in clay pots down to a stream to bathe and drink.

LAIRS

- 1 A communal hive-home fantastically moulded from polished wood—arching bridges, round doors and windows, vaulted roofs. Alongside, a wicker breeding enclosure houses 2d6 **giant flies** (p114).
- 2 Wicker spheres built high in the branches of a great oak. **Bees** (insect swarm, p115)—friendly with the nutcaps—buzz around the lair, their huge nest hanging in the centre.
- 3 Tunnels and little chambers delved into the living wood of an enormous beech tree. The nutcaps cultivate luscious berries in pots on balconies and along branches.
- 4 A treetop village of mud huts on woven platforms stretched between tree branches. The village glows with orb-like, bioluminescent fruits hung from twigs.

Ochre Slime-Hulk

Hulking (8' long), headless, quadrupedal mounds of fungal flesh, covered with webs, networks, and lattices of ochre slime and bristling with spore-laden stalks. Rapacious killers.

LARGE FUNGUS—ANIMAL INTELLIGENCE—NEUTRAL

Level 7 **AC** 14 **HP** 7d8 (31) **Saves** D8 R9 H10 B11 S12

Attacks 2 claws (+6, 2d4)

Speed 30 **Morale** 10 **XP** 780

Encounters 1 (no lair)

Behaviour Indiscriminately brutal

Speech None

Possessions None **Hoard** None

Immunities: Suffer half damage from mundane weapons.

Flammable: Suffer double damage from fire.

Eyeless: Can act normally in light or darkness.

If damaged: When a slime-hulk takes damage (except by fire), it releases a cloud of spores. All within 10' must **Save Versus Doom** or suffer 1d4 damage for the next 3 Rounds, as the acidic spores burn away at skin and lungs.

Upon killing a victim: A slime-hulk spews out a spore-laden, yellow slime that engulfs the corpse. After 1 Turn, the corpse is dissolved into a pool of slime that spawns a new slime-hulk 2 weeks later. A character dissolved in this way cannot be restored to life via *Raise Dead*.

Washing off slime: A corpse can be saved before being completely dissolved (1 Turn) by washing off the yellow slime with water, wine, etc.

Potion ingredient: The flesh of an ochre slime-hulk can be used to brew a *Philtre of Wondrous Vitality* in half the normal time. The flesh is worth 100gp.



TRAITS

- 1 Skull-like face.
- 2 Covered in sucking, slurping orifices.
- 3 Acidic, citrus reek.
- 4 Spore-stalks are hand-like and eye-like.
- 5 Humanoid skeleton in hollow lattice at centre of torso.
- 6 Writhing cluster of worm-like tentacles at front of body.

ENCOUNTERS

- 1 Crouched over an **unconscious, bloodied friar** (Level 1—*p106*), spewing a sticky, ochre slime onto the body. If the slime-hulks are driven off and the slime washed off, the friar can be saved.
- 2 Rising, dripping wet and newly spawned, from a pool of yellow slime collected in a bowl in the hollowed out stump of a once-mighty tree.
- 3 Advancing on a **blessed unicorn** (*p85*) trapped in a rocky crevasse.
- 4 Lying dormant under streams of iridescent oil dripping from the trees above, shuddering with apparent pleasure.

Ogre

Frightful humanoids, 8–10' tall, with warty, violet skin, misshapen bodies, and great, curled horns. Dwell in isolated caves or cottages, dress in hides. Crave mortal flesh, especially infants.

LARGE MORTAL—SENTIENT—CHAOTIC

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Club (+3, 1d10) or horns (+3, 1d8)

Speed 30 **Morale** 10 **XP** 80

Encounters 1d6 (40% in lair)

Behaviour Depraved, brutish, slow-witted, greedy

Speech Crude booming. Basic Woldish

Possessions Sack (see below) **Hoard** C4 + R4 + M2

Surprise: Ogres' acute senses of hearing and smell make them difficult to surprise. Each ogre has a 3-in-6 chance of being able to act during a Surprise Round when their side is surprised.

Tracking: Ogres can track by scent. Once an ogre is on the trail, they are exceedingly difficult to thwart.

Ogre's sack: Each ogre carries a sack of loot. See the *Sack Contents* table.

Origin: Ogres are mortals who were corrupted and transformed by the temptations of Atanuwë, such as the *Shub Eggs* (DCB) that grow in the Nagwood. Once transformed into an ogre, they lose all recollection of their former lives.

Offspring: Progeny are usually born cursed, but occasionally an uncursed child (of normal mortal Kindred) is born.

Remove curse: If an ogre is subjected to magic of curse removal (e.g. *Remove Curse*), they must **Save Versus Doom** or return to their original mortal form.



SACK CONTENTS

- 1 **Bones.** Animal and humanoid.
- 2 **Fuel.** Coal or firewood.
- 3 **Gold.** 1d6 × 100gp.
- 4 **Junk.** Dented pots and pans, bent spoons, broken dolls.
- 5 **Meat.** Freshly dismembered. 1-in-6 chance of a random magic item among the gore.
- 6 **Silver.** 1d6 × 100sp.

ENCOUNTERS

- 1 Returning home from a successful hunt, covered in blood. Each ogre present carries **1d3 kidnapped children** in a large wooden cage strapped to their back.
- 2 Yelling out from atop a valley, listening to their own echo and increasingly concerned they cannot see who or what is repeating the words back at them.
- 3 Gathering around a campfire to watch a captive **wode-wose** (p93) be tied to a spit and slowly roasted alive. Terrified **woodland animals** may try to attract the attention of potential saviours nearby.
- 4 Tracking a herd of **3d4 false unicorns** (p113), desperate to rid the area of their stench.

TRAITS

- 1 Jaw completely unhinges.
- 2 Emaciated torso reveals last meal.
- 3 Cooking pot worn as a helm.
- 4 Horns twist and branch like antlers.
- 5 Self-inflicted ritual scarification.
- 6 Hide clothing fashioned from unicorn skin.

LAIRS

- 1 A giant structure of tree trunks and unhewn stone built into a crude facsimile of a house. Detritus, filth, and discarded loot cover the floor.
- 2 A quaint cottage, splattered with blood and decorated with bones. **2d10 pook morels** (p68) live under the floorboards, stealing what they can whenever the house is empty.
- 3 An enormous cave made up of a single, spacious chamber. A massive boulder blocks the entrance to prevent any **mortal captives** from escaping.
- 4 A collapsed stone fort with a makeshift roof fashioned from tree trunks. A feral **owlbear** (p116) is being kept as a pet, trapped behind bars in the fort's old gaol.

Onyx Blob

Huge (20' across) blobs of amorphous, wobbling black jelly. Ooze relentlessly in pursuit of living creatures, driven by a mindless urge to dissolve living flesh.

LARGE OOZE—ANIMAL INTELLIGENCE—NEUTRAL

Level 10 **AC** 16 **HP** 10d8 (45) **Saves** D6 R7 H8 B9 S10

Attacks 4 appendages (+8, 1d6 + wrap)

Speed 20 **Morale** 12 **XP** 3,550

Encounters 1 (no lair)

Behaviour Relentless, ravenous

Speech Unnerving fizzing

Possessions None **Hoard** None

Immunities: Only harmed by fire-based attacks.

Eyeless: Can act normally in light or darkness.

Wrap: If an appendage inflicts 4 or more damage, it wraps around the target and exudes a chill acid, automatically inflicting 1d6 damage each subsequent Round. The victim may attack, but cannot move, except by *Retreating From Melee*.

Severing appendages: Though blades inflict no damage on an onyx blob (see *Immunities*), they can be used to sever wrapped appendages. A hit that would inflict 4 or more damage severs an appendage, freeing a wrapped victim.

Retreating from melee: A character can break away from wrapping appendages by retreating from melee (see *Combat, DPB*). This inflicts 1d4 permanent damage (reducing the character's current and maximum Hit Points), as flesh is ripped off and cauterised. Powerful holy magic (e.g. *Cure Affliction*, *Greater Healing*) can restore maximum HP lost in this way.

If hit: Non-fire attacks (including spells) cause the blob to divide. Each hit creates a **bloblet**—stats below.

Cling: Can slither up vertical surfaces (e.g. tree trunks, walls, ceilings, etc.).

Seep: An onyx blob can squeeze through spaces as small as the crack under a door.



TRAITS

- 1 Writhing with weird, human-like faces.
- 2 Leaves a trail of caustic slime, dissolving plant life.
- 3 Iridescent purple sheen.
- 4 Emits horrible slurping sounds.
- 5 Semi-transparent, with an awful, glaring eye in its centre.
- 6 Moves in lurching, wobbling leaps.

ENCOUNTERS

- 1 Relentlessly chasing a mixed group of **animals**. The wildlife are likely sighted first, running in a blind panic.
- 2 Trapped beneath the surface of a frozen body of water. Cracks are rapidly beginning to appear in the ice.
- 3 Clashing with a party of **2d6 skeletons (p76)**, eager to strip the last bits of loose flesh from their bones. The skeletons' swords have already created **1d6 bloblets**.
- 4 Trapped in a pit by a burning circle of fire around the rim. **2d4 woodgrues (p94)** are gathered around the hole, feeding the fire with wood and wielding burning torches.

Bloblet

SMALL OOZE—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Att Touch (+1, 1d8) **Speed** 20 **Morale** 12 **XP** 35

Immunities, cling, seep: Per onyx blob—see above.

Peryton

Weird monsters with the body, talons, and wings of a giant eagle, the head and great antlers of a stag, and the fangs of a wolf. Nest in isolated regions, preying upon humans and their ilk.

LARGE MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 2 talons (+3, 1d6) and bite (+3, 3d4)

Speed 40 **Fly** 70 **Morale** 9 **XP** 180

Encounters 2d4 (25% in lair)

Behaviour Cunning, frenzied

Speech Gurgling howls

Possessions None **Hoard** C6 + R7 + M4

Immunities: Only harmed by magic or magic weapons.

Gaze (once a day): A peryton may gaze at a sentient creature within 30' and let out a hideous, gurgling shriek. If the target fails a **Save Versus Spell**, they are assailed by their own shadow for 1d3 Rounds (treat as a **shadow**—p74). A character who slays their own shadow gains a +2 bonus to Attack Rolls against the peryton until next dawn, when the shadow also returns.

Killing a victim: When a victim is killed, the peryton rips out their heart and immediately flies away. Perytons feed fresh hearts to their young.



TRAITS

- 1 Antlers resemble grasping hands.
- 2 Fangs too large for mouth.
- 3 Garishly colourful plumage.
- 4 Leather collar around neck.
- 5 Casts the shadow of a human.
- 6 Has shed its antlers.

ENCOUNTERS

- 1 Swooping through the air, trying to seize and carry away easy targets from a convoy of **4 merchants** (p111) and **12 guards** (Level 1 fighters—p105).
- 2 Howling and posturing at previously human snacks who have revealed themselves to instead be **1d6 shape-stealers** (p75).
- 3 Furiously pursuing **1d4 grimalkins** (p48), who have stolen a clutch of peryton eggs to savour later as a delicacy.
- 4 Pinned to the ground by a razor net trap, unable to break free. Nearby, the would-be **trapper** (Level 1 hunter—p106) is being assaulted by his own **shadow** (p74).

LAIRS

- 1 A large nest hidden in the branches of a colossal tree. Young perytons cry out for food and messily spill droplets of blood onto the forest floor as they feast.
- 2 A spire of crimson rock (20' high), sharpened to a razor point, carved with perches. An unknown force compels the perytons to drop living victims onto the spire as tribute.
- 3 A rugged crag dotted with shallow caves. The perytons return to roost at dusk, avoiding the **1d6 witch owls** (p92) who sleep here during the day.
- 4 An underground glade, accessible through a cave in the side of a hill. Ancient moss-wreathed statues stand among trees nourished by weird, bioluminescent fungi.

Pook Morel

Tiny (6"), humanoid mushrooms with creamy white trunks and crinkled, spongy, yellow caps. Beset woodland travellers with projected psychic horrors and steal dropped possessions.

SMALL FUNGUS—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 16 **HP** 1d4 (2) **Saves** D12 R13 H14 B15 S16

Attacks Psychic projection (horror)

Speed 30 **Morale** 6 **XP** 15

Encounters 2d10 (25% in lair)

Behaviour Sneaky, mischievous, covetous

Speech High-pitched tittering. Mulch, basic Woldish

Possessions 3d6sp (1-in-4 chance)

Hoard C1 + R1 + herbal and mundane trade goods (DCB)

Surprise: Opposing side has a 3-in-6 chance of being surprised, due to pook morels' stealth and small size.

Psychic projection: A pook morel may target a creature within 20' with its psychic attack. The target momentarily experiences an unsettling hallucination wherein an item on their person appears to come alive—sprouting wriggling, insectoid limbs and gnashing mandibles. The target must **Save Versus Hold** or instinctively cast the item to the ground in horror.

Steal dropped items: Pook morels quickly scoop up items discarded by victims of their psychic projections and whisk them off to their lair.

Vanish in woods: When fleeing into forest underbrush, a pook morel has a 2-in-6 chance per Round of vanishing without trace.



TRAITS

- 1 Formations on cap that resemble human faces.
- 2 Cap oozes nectar that attracts ants and wasps.
- 3 Dressed in a stolen silk glove.
- 4 Wears a lady's purse, adapted into a backpack.
- 5 Feathery cap which is lifted up by breezes.
- 6 Wears thimbles as shoes.

ENCOUNTERS

- 1 Tussling in a bramble patch, fighting over a lady's pearl-trimmed glove (300gp).
- 2 Creeping up on 3 **merchants** (*p111*) and 6 **guards** (Level 1 fighters—*p105*), camping atop a low knoll with horses and a pair of wagons. The pooks have an eye for the coin purses and silver daggers at the merchants' belts.
- 3 Singing gleefully, dancing around a pile of tin forks and spoons, stolen from a hapless pedlar.
- 4 Fleeing from a gaggle of 5 **frenzied, yapping piskers** (see *Hounds—DPB*), dropping pilfered handkerchiefs and purses as they run.

LAIRS

- 1 A warm, sandy burrow amid the roots of an old oak tree. A 4" hole in the trunk is the only entrance.
- 2 A village of little huts woven from living ferns. In one hut, the pooks maintain a library of furred, dried leaves on which the history of their village is recounted in tiny Sylvan script. They claim to originate in Hypnagogia, fairy realm of the Duke Who Cherishes Dreams (DCB).
- 3 A 3'-high, transparent bubble floating in the midst of a swampy pool. 2 **giant toads** (*p118*) guard the lair in return for tasty morsels provided by the pooks.
- 4 Nests in the upper branches of a beech tree, among a **colony of magpies** (use crow stats, *p82*). The pooks share shiny, pilfered trinkets with the birds.

Redcap

Fairy bandits who enter Dolmenwood at the behest of Prince Mallowheart to taunt, beat, and rob mortals. Look like squat humans with white hair, glinting eyes, and wide, leering grins.

MEDIUM FAIRY—SENTIENT—CHAOTIC

Level 2 **AC** 14 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks 2 cudgels (+1, 1d4 + knock-out)
or nursery rhyme (sleep)

Speed 30 **Morale** 9 **XP** 35

Encounters 2d6 (no lairs in the mortal world)

Behaviour Sneaky, malicious, mischievous

Speech Leering and tittering. Woldish, Sylvan, basic High Elfish

Possessions Carried by group: 2d100gp + R4

Hoard None

Cold iron: As fairies, redcaps suffer 1 extra point of damage when hit with cold iron weapons.

Knock-out: Redcaps never fight to kill, but only to knock their foes unconscious. A blow that would reduce the target to 0 HP instead renders it unconscious for 6 Turns, remaining at 1 HP.

Nursery rhymes (once a day): A group of 4 or more redcaps can chant a taunting nursery rhyme that causes 1d6 mortals within 50' to fall into an enchanted sleep for 6 Turns (**Save Versus Spell** to resist).

Robbery: Unconscious victims are robbed of their possessions (save silver) and sometimes outerwear.

Red hats: All redcaps wear a bright red hat of one kind of another. See **Hat Type**.

Entering mortal settlements: If a redcap can be tricked into setting foot in a mortal town or village, they become merry, good-willed, and amorous, before vanishing into Fairy after some hours.

Serve Prince Mallowheart: Redcaps are servants of the cruel fairy Prince Mallowheart (*DCB*), who delights in tormenting and humiliating mortals.



TRAITS

- 1 Constantly giggling.
- 2 Hairy, shoeless feet.
- 3 Eyes like emeralds.
- 4 Sings lullabies while administering a beating.
- 5 Carries a human infant in a wicker basket.
- 6 Shiny, red, leather boots with brass buckles.

HAT TYPE

- | | |
|----------------|--------------------|
| 1 Balaclava. | 7 Fez. |
| 2 Beanie. | 8 Flat cap. |
| 3 Beret. | 9 Liripipe. |
| 4 Bowler hat. | 10 Stovepipe. |
| 5 Capotain. | 11 Tall felt cone. |
| 6 Deerstalker. | 12 Tricorn. |

ENCOUNTERS

- 1 Stringing **2d4 unconscious humans** (everyday mortals—*p110*) up in a tree, after having stripped them of their clothing and valuables.
- 2 Furtively digging beside a large boulder, burying their ill-gotten treasure: 100pp, 100gp, and 12 bronze bracelets carved with prancing longhorns (50gp each).
- 3 Arguing with an **ogre** (*p65*) about the flavour of mortal flesh. The redcaps claim mortals taste like chicken, whereas the ogre insists they taste like fish.
- 4 Painting silly, grinning faces on the bald pate of a **sleeping friar** (Level 1—*p106*).

Redslob

Semi-sentient masses (8' across) of noxious, bubbling, crimson ooze that lurk in branches, waiting to drop on victims. Covet with avaricious fervour—sometimes collect gems.

LARGE OOZE—SEMI-INTELLIGENT—NEUTRAL

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 4 appendages (+3, 1d4 + adhesion)

Speed 20 **Morale** 10 **XP** 230

Encounters 1d4 (no lair)

Behaviour Cautious, inquisitive

Speech Slurping and bubbling

Possessions In ooze pockets: R1 **Hoard** None

Immunities: Unharmed by cold and lightning.

Eyeless: Can act normally in light or darkness.

Adhesion: On a successful attack, the acid-oozing appendage sticks onto the victim and inflicts 1d4 damage in subsequent Rounds. This reduces the number of attacks per Round the redslob may make.

If hit in melee: When a redslob is hit with a melee weapon, the attacker must **Save Versus Hold**. If the save fails, the weapon is ripped out of the attacker's hand, adhering to the monster's sticky mass.

Wield weapons: A redslob may grasp weapons that have adhered to its surface, wielding them in subsequent Rounds. Each weapon wielded may attack once per Round, replacing one of the redslob's appendage attacks.



TRAITS

- 1 Eye-like organs on wobbly stalks.
- 2 Sporadically wracked with quivering.
- 3 Surrounded by a pink vapour.
- 4 Suit of armour embedded in ooze mass.
- 5 Mimics the forms of those it encounters.
- 6 Dotted with throbbing white globes.

ENCOUNTERS

- 1 Submerged in a pool of clear, sparkling water, placidly purging itself of accumulated debris.
- 2 Draped over a standing stone, emitting a cloud of red steam. The stone emits a deep, pleasant warmth that grants any who touch it (if cleared of the ooze) a +2 bonus to all Saving Throws against cold effects for 24 hours.
- 3 Slithering through the branches of a fir tree, attempting to evade the grasping hands of a hungry **gelatinous hulk** (p44).
- 4 Floating in a glistening, 3' wide bubble of magical force. Any contact with the bubble pops it, releasing the ooze.

Root Thing

Humanoid root vegetables (4'–10' tall) that pull themselves up from the soil to hunt hapless mortals. Root things are eyeless and hunt by scent, with a horrid, rasping sniffing.

SM./MED./LG. PLANT—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 **AC** 13 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks 2 claws (+2, 1d4 + entangle)

Speed 30 **Morale** 9 **XP** 65

Encounters 1d4 (no lair)

Behaviour Cunning, bestial, ruthless lust to feed

Speech None

Possessions None **Hoard** None

Eyeless: Can act normally in light or darkness.

Entangle: If both claw attacks hit in the same Round, the victim becomes entangled in the monster's rooty grasp. An entangled victim automatically suffers 1d4 damage per Round and cannot attack. A **Save Versus Hold** is allowed, once per Round, to escape.

Bury / unearth: Root things are able to bury and unearth themselves completely in the space of 1d4 Rounds. An entangled victim dragged beneath the earth suffocates after a further 1d4 Rounds.

Root type: Root things are the predatory counterparts of root vegetable varieties cultivated by mortals. See **Root Type** for some examples.

Digestion: Root things do not have a mouth, instead consuming victims by dragging them beneath the earth. Digestion occurs over months, on corpses entwined in the roots.

Accursed flesh: The flesh of a root thing is hearty and delicious (treat as 2d6 fresh rations per slain root thing), but inspires murder. Any who consume the flesh must **Save Versus Doom** or be compelled to attack the next person they encounter.



TRAITS

- 1 Long, grasping fingers.
- 2 Eye-like whorls on body. Maybe they really are eyes?
- 3 Mass of floppy foliage.
- 4 Gaping, mouth-like orifice which moans and belches.
- 5 Covered in grotesque nodules and limp, stunted arms.
- 6 Long, pointy nose.

ENCOUNTERS

- 1 Being set upon by 1d4 **woodsmen** (Level 1 hunters—*p106*), bludgeoning the root thing with the shovels they have just used to unearth it.
- 2 Burrowing into the earth, dragging a **screaming child** (everyday mortal—*p110*).
- 3 Sniffing around the camp-site of a reclining **friar** (Level 1—*p106*).
- 4 Hanging from a tree branch, trapped in a cage woven from thick, thorny bramble-wood. The root thing has been here for some time and has fallen into a semi-conscious state, wherein shoots and strange nodules have begun to grow from its head. The person who has trapped it may be nearby.

ROOT TYPE

- 1 **Beetroot.** Bulbous, squat, deep maroon hue. (Medium)
- 2 **Burdock.** 10' tall, spindly, bleeds sticky, white sap. (Large)
- 3 **Carrot.** Bright orange, bifurcated limbs. (Medium)
- 4 **Potato.** A cluster of nodules. (Medium)
- 5 **Radish.** Cute button-body, cheery red hue. (Small)
- 6 **Turnip.** 8' diameter, rotund and massive. (Large)

Scarecrow

Human-shaped figures composed of jumbled straw, brambles, and leaves stuffed inside sacks or cast-off clothing. Wander Dolmenwood as pedlars, seeking wonder and merriment.

MEDIUM CONSTRUCT—SENTIENT—ALIGNMENT BY SEASON

Level 3 **AC** 11 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Weapon (+2) or gaze (terror)

Speed 40 **Morale** 8 **XP** 65

Encounters 1d4 (no lair)

Behaviour Merry / murderous / morose

Speech Rustling and rumbling. Woldish, Mulch

Possessions Herbal and mundane trade goods (DCB)

Hoard None

Non-biological: Immune to biological effects (e.g. disease, poison).

Weapons: Scarecrows favour clubs (1d4) and staves (1d4).

Terrifying gaze: A scarecrow can gaze at a target within 30', its painted or carved visage twisting into a leering grimace. The target must **Save Versus Doom** or be stricken with fear and flee for 2d6 Rounds. Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each Level above 1.

In spring and summer: Scarecrows are merry—wishing to sing, dance, and trade (Lawful alignment).

In autumn: Scarecrows are murderous—seeking to kill sentients and secretly devour their brains in the deep woods (Chaotic alignment).

In winter: Scarecrows are morose—wishing to be left alone with their dark thoughts (Neutral alignment).

Origin: The weird magicks of Dolmenwood sometimes cause a mundane scarecrow to climb down from its post, grab a stout travelling stick, and take to the road in search of worldly marvels.



TRAITS

- 1 Chuckles and sighs between sentences.
- 2 Inadvertently mutters “juicy brains” in conversation.
- 3 Sacking eroded, composed entirely of straw/brambles.
- 4 Plucks and neatly re-stuffs stray straws.
- 5 One leg missing, walks with a crutch.
- 6 Partially burned, straw and sacking charred.

ENCOUNTERS

- 1 Crouched at the edge of a meadow, cutting dried grass with a sickle to re-stuff their sagging bodies.
- 2 Leaning over a small pool, filling wooden tankards from a miniature waterfall. Taking long, hearty draughts of the fresh water, soaking their straw stuffing.
- 3 Wildly prancing upon a grassy knoll to the enchanted music of 1d4 giggling woodgrues (p94).
- 4 Angrily shaking sticks at a flock of bickering crows that swoops down and pecks at their straw stuffing. The crows are the flock form of a gloam (p46), intent on stealing the scarecrows' bonnets.

HEAD AND FACE

- 1 Apple. Carved face.
- 2 Corn dolly. Head and face of woven corn stalks.
- 3 Pumpkin. Carved face.
- 4 Sack stuffed with straw. Stitched face.
- 5 Turnip. Painted face.
- 6 Wicker basket stuffed with leaves. Eye and mouth slats.

Scrabey

Scrawny, 3'–4' tall demi-fey with ashen skin, moonish eyes, needle teeth, and tap-like noses. Live in a labyrinth of subterranean tunnels. Often travel with their possessions in packs.

SMALL DEMI-FEY—SENTIENT—ANY ALIGNMENT

Level 2 **AC** 13 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+1)

Speed 40 **Morale** 7 **XP** 20

Encounters 1d6 (15% in lair)

Behaviour Prudent, excitable, curious

Speech Gulping whisper. Dwelve, basic Woldish

Possessions 4d6sp + fairy, herbal, and mundane trade goods (*DCB*, 2-in-6 chance of each)

Hoard C4 + R4 + M1 + M5

Cold iron: As demi-fey, scrabies suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Scrabies typically carry 1d3 daggers (1d4) and a shortsword (1d6).

Worm form: In a pinch (they find it distasteful), scrabies can transform into a 5' long, 2" thick, grey worm with their face at the tail end. The transformation takes 1 Round, during which the scrabey can do nothing else. When in this form, they are able to dive into the earth and burrow away at their normal Speed.

Nose beverage: Each scrabey can pour a particular liquid (see *Nose Beverages*) from its tap-like nose, at will—up to a pint per hour. Despite their questionable origin, these liquids are quite delicious. The bestowing of a nose-beverage is a gesture of friendship.



NOSE BEVERAGES

- | | |
|-------------------|---------------------|
| 1 Birch sap. | 7 Ginger beer. |
| 2 Burdock juice. | 8 Honey water. |
| 3 Cheap wine. | 9 Iced tea. |
| 4 Cloudy cider. | 10 Mint water. |
| 5 Exquisite mead. | 11 Sparkling perry. |
| 6 Frothy ale. | 12 Tart lemonade. |

ENCOUNTERS

- Lying listless by the roadside, drunk on mushroom ale, their packs strewn behind them. Drunkenly ask passersby for ludicrous or fictional items (e.g. moon cats, kings' jowl-fur, mermaids' toes, sagacious mares).
- Feverishly repairing a section of tunnel exposed due to a cave in. Passersby may be enlisted to help, if willing to work in exchange for a refreshing beverage.
- Peeking out from a hole at the base of a tree, inquiring with an irascible **Drune Cottager** (p35) about directions to the fabled grotto of the King of the Woodgrues (hex 1704).
- Perched atop a sled packed with goods, wildly lashing the boars which drag it, frantically trying to evade the crashing footsteps of a **gelatinous hulk** (p44) in pursuit.

TRAITS

- Wears a quizzical wooden mask.
- Smokes green *Mogglemoss* (*DPB*) in a long, clay pipe.
- Listens through an ivory horn.
- Braided beard, down to the knees.
- Calls strangers "Palanquin" and friends "Spontywiff".
- Telescopic fingers that can unfurl up to 3' long.

LAIRS

- Cramped pantries, libraries, bed chambers, and smoking parlours in the hollow trunk of a mighty tree, accessible via a tunnel through the tree's roots.
- A stone trapdoor in the forest floor leads to a chilly, subterranean warehouse full of barrels and crates. A stove and mounds of blankets are the only home comforts.
- 2' wide clay pipes lead to narrow bedroom-ledges at different levels of a bottomless underground shaft. Ever more absurd creatures dwell deeper down.
- A cavern pool. The scrabies stash their treasures in casks at the bottom of the pool, extracted by hooked poles. They also sleep in the water; one stays above the surface, on guard, and draws the others out when they awake.

Shadow

Creeping humanoid shadows that lurk in darkness, grasping at living creatures, on whose vital energy they feed. Shift form when moving, writhing with tentacles, maws, and horns.

MEDIUM MONSTROSITY—SEMI-INTELLIGENT—CHAOTIC

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Touch (+1, 1d4 + Strength drain)

Speed 30 **Morale** 12 **XP** 50

Encounters 1d8 (40% in lair)

Behaviour Ravenous, greedy

Speech Incoherent whispering. Jumbled Woldish

Possessions None **Hoard** C9 + R5 + M10

Surprise: When shadows emerge from the gloom, opposing side has a 5-in-6 chance of being surprised.

Immunities: Only harmed by magic or magic weapons. Immune to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Light sensitivity: In daylight (or equivalent), shadows suffer a –2 penalty to Attack Rolls and Saving Throws.

Dark sight: Can see normally without light.

Strength drain: Victims lose 1 Strength per hit. If reduced to 0 Strength, the victim becomes a shadow. Lost Strength recovers after 8 Turns.

Origin: Though commonly mistaken for incorporeal undead, shadows are not undead. They are created by magic of various kinds—see *Creation*.



CREATION

- 1 Victim of a witch owl, wandering incoherently following the death of the owl that created it.
- 2 Escaped from a Drune ritual that summoned it.
- 3 Seeped into the mortal world from the White Way (see *Fairy Roads*, DCB).
- 4 A mortal whose life force was drained by another shadow.

ENCOUNTERS

- 1 Toying with 1d6 pilgrims. The travellers are uncertain why the shadows they're casting are slightly out-of-sync with their movements.
- 2 Relentlessly creeping across the ground in a straight line, stopping only to attack whatever crosses their path.
- 3 Haunting a roadside shrine, ready to lash out and feed on anyone who stops to pray. A glinting jewel (200 gp) sits in the shrine's darkened alcove, left as tribute years before.
- 4 Writhing and screeching as 1d4 Drune Cottagers (p35) attempt a rebinding ritual. As the ritual progresses, 1d4 antler wraiths (p12) manifest out of the mist and are drawn to the location.

TRAITS

- 1 Eye-like holes appear and disappear across body.
- 2 Very familiar silhouette.
- 3 Shifting shades of the night sky.
- 4 A mass of worm-like shadows, moving together.
- 5 Too many mouths.
- 6 Thousands of voices, whispering at once.

LAIRS

- 1 A stone well criss-crossed with a strange purple moss. The water inside is pitch black, repelling any light.
- 2 A singular towering cairn (12' high) sat atop a hill, acting like the gnomon of a sundial. Shadows hide within the cast shadow, waiting for the night to set them free once again.
- 3 A glade filled with bloated but hollow trees, each with the appearance of a grotesque, gaping mouth. The shadows shelter inside them, always drawn back to the blighted plants that long ago birthed them.
- 4 Tunnels beneath an ancient barrow. Strange crystalline structures absorb and shed light from many angles, causing intruders to throw multiple shadows.

Shape-Stealer

Shape-shifting fairies, naturally ooze-like, but eager to copy the form and mind of any humanoid they slay and absorb. Obsessed with experiencing mortal life through many guises.

MEDIUM FAIRY—SENTIENT—NEUTRAL

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 2 fists (+3, 1d6) or weapon (+3)

Speed 30 **Morale** 10 **XP** 180

Encounters 1d6 (20% in lair)

Behaviour Remorseless, cautious, stealthy

Speech Victim's voice. Woldish, Sylvan, High Elfish

Possessions Victim's equipment

Hoard C3 + R4 + M8

Cold iron: As fairies, shape-stealers suffer 1 extra point of damage when hit with cold iron weapons.

Immunities: Immune to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

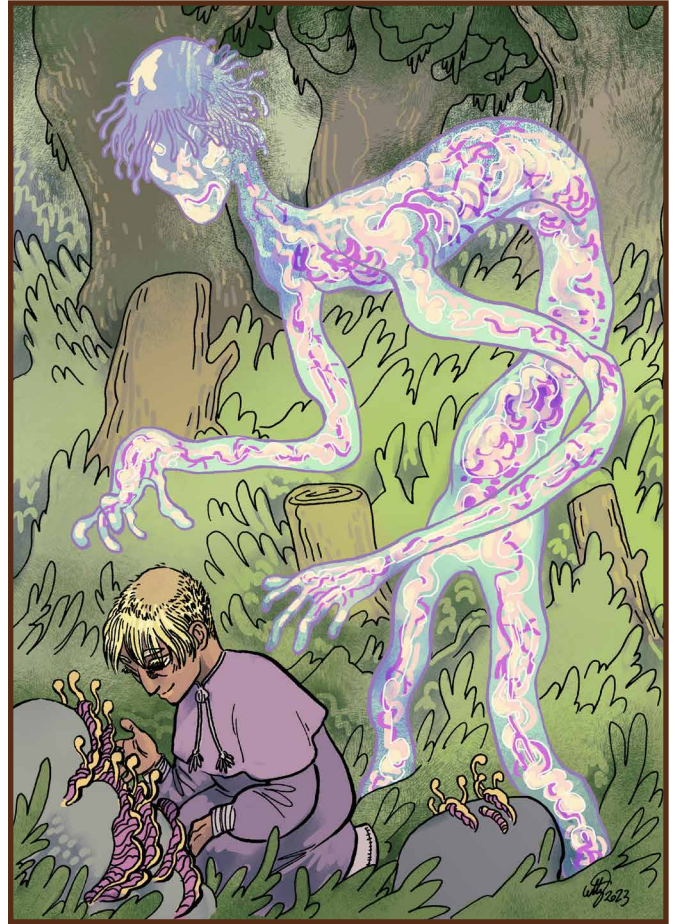
Shape-stealing: A shape-stealer can adopt the physical form of any Medium humanoid it observes. Clothing and equipment are not copied—these are usually acquired by killing the mimicked creature. Physical and magical capabilities of the adopted form are not gained—the shape-stealer always uses the stats listed above.

Absorbing victims: After slaying a mimicked victim, a shape-stealer can absorb the corpse into its ooze-like body, gaining their personality and memories in the process. This takes 1 Turn. The shape-stealer lives as the victim for 2d6 days (or until suspected—see **Suspicious Traits**), before fleeing and seeking its next victim.

If killed: A shape-stealer reverts to their natural form—a transparent, ooze-like humanoid, 7' tall.

Hoard: Shape-stealers hoard the personal effects of past victims as mementos of their minds and lives.

Origin: Shape-stealers are servants of the Hag Thorn-Rosy (DCB), created as consorts and spies. Certain individuals become obsessed with absorbing mortal experiences and abscond to Dolmenwood.



SUSPICIOUS TRAITS

- 1 Coughs after speaking adopted name.
- 2 Smokes in contact with silver or cold iron.
- 3 Cannot cross running water.
- 4 One extra finger.
- 5 Fizzing cyan blood.
- 6 Breath smells of blossom.

ENCOUNTERS

- 1 Naked, in the forms of **1d3 pedlars (p111)** spied in the distance. If confronted, claim that their intended victims are monsters who've stolen their possessions.
- 2 Stealing away after tiring of their most recent victims' lives. A search party of **2d4 villagers (p111)** is in pursuit—friends who know something is wrong but have not yet realised the truth.
- 3 Fussing over an **adventuring party (p108)** captured and bound while they slept, unsure who should be absorbed and impersonated first.
- 4 Dragging an unconscious acquaintance or friend of the PCs away to an isolated location, intending to replace them in secret.

LAIRS

- 1 A simple thatched cottage hidden in a cluster of trees. Crude portraits of past victims adorn the house's walls.
- 2 The basement of a collapsed building, decorated cosily with knick-knacks and knitted blankets. Only the tiny or ooze-like can enter without shifting fallen stone and timber.
- 3 A ramshackle hut ringed by marshland. The discarded bodies of victims deemed unfit to be copied have risen as **2d6 bog corpses (p17)**.
- 4 An unassuming dwelling in a small hamlet, its closets filled with myriad finery and costumes. A barrel of perpetually bubbling water can be used to communicate with the Baths of Astralon (DCB).

Skeleton

Skeletal remains of mortals, reanimated by errant magic. Granted a second life, they feast, drink, and make merry, savouring the wonders of the mortal world and living as they please.

MEDIUM UNDEAD—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 12 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0)

Speed 20 **Morale** 7 **XP** 10

Encounters 3d6 (no lair)

Behaviour Merry, flippant, addled, awed

Speech Rattling whisper. Woldish

Possessions 2d6sp **Hoard** None

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Dark sight: Can see normally without light.

Damage reduction: Suffer half damage from cutting or piercing attacks (e.g. arrows, spears, swords).

Weapons: Skeletons tend to wield clubs (d4), staves (d4), or shortwords (d6).

Mindless skeletons: 3-in-6 groups of skeletons are undead servitors created by dark magic (e.g. the arcane spell *Animate Dead*). Such skeletons unquestioningly carry out their creator's instructions (sometimes centuries after their demise). They are Mindless and have Morale 12.



TRAITS—MINDLESS

- 1 Jagged and broken teeth.
- 2 Painted black with tar.
- 3 Something rattles inside its hollow bones.
- 4 Clearly reassembled incorrectly.
- 5 Occult symbols carved into bone.
- 6 Covered in black ivy.

ENCOUNTERS—MINDLESS

- 1 Patrolling the perimeter of an ancient burial mound. The skeletons work in shifts as if they needed rest, with those off-duty sitting stoically around an unlit campfire.
- 2 Standing sentinel in front of an ornate stone door. Apart from a few bricks strewn about, the gateway is the only remaining evidence a structure once stood there at all.
- 3 Guarding an enormous tree. A colony of **2d6 talking animals** (p82) has taken up residence inside, as the skeletons only attack approaching humanoids.
- 4 Trapped in the webs of **1d3 giant spinning spiders** (p118), their eternal march forward interrupted.

TRAITS—SENTIENT

- 1 Flowers fill its ribcage.
- 2 Addresses the skeleton inside living people.
- 3 False eyes inserted into eye sockets.
- 4 Smells of cheap wine.
- 5 Wears a wig and make-up.
- 6 Host to a rat inside its skull.

ENCOUNTERS—SENTIENT

- 1 Collecting water from a sacred spring to pour out as libations to lost companions. An undead-hunting cleric of **the Order of St Signis** (Level 3—p104) lies in wait nearby.
- 2 Traipsing loudly through the forest, heavily intoxicated and slurring their words into ghostly moans.
- 3 Gathering to engage in an annual contest of music and song. Talented outsiders are welcome to participate and try for the prize of **2d4 Speckled Sporange** (DCB), intended to adorn the eye sockets. The price of entry is a sizeable bone, preferably one's own.
- 4 Standing around the corpse of a recently murdered human, cheering as the bones attempt to free of their prison of decomposing flesh.

Snail, Giant—Mutant

Slimy, shelled molluscs (10' tall) that glide slowly through the dank glades of Dolmenwood, munching on ley-infused vegetation and anything fleshy that crosses their path.

LARGE MONSTROSITY—ANIMAL INTELLIGENCE—NEUTRAL

Level 6 **AC** 17 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks Bite (+5, 1d8 + engulf)

Speed 30 **Morale** 9 **XP** 720

Encounters 1d3 (no lair)

Behaviour Ravenous, instinctual

Speech Relentless slurping

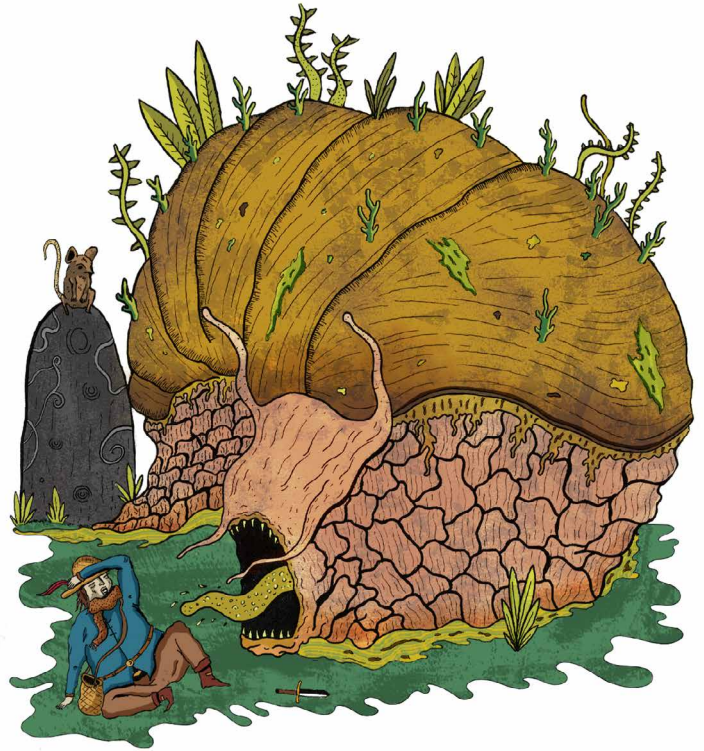
Possessions None **Hoard** None

Engulf: On a natural 19 or 20 Attack Roll, the victim is dragged under the snail's slimy, undulating body and crushed. Each Round, an engulfed victim automatically suffers 2d6 damage and may make a **Save Versus Hold** to escape.

Cling: Can slither up vertical surfaces (e.g. tree trunks, walls, ceilings, etc.).

Mutations: Due to feeding on ley-infused flora, each snail possesses a weird mutation—roll on the **Mutations** table.

Riders: Mutant giant snails may be captured and used as mounts, though the necessary training requires magic or great patience.



MUTATIONS

- Paralysing bite.** The victim must **Save Versus Hold** or be paralysed for 1d6 Rounds (aware but unable to move or act).
- Transparent.** Opposing side has a 4-in-6 chance of being surprised.
- Two-headed.** Can make 2 bite attacks each Round, each with a chance of engulfing the victim.
- Acidic bite.** Inflicts 1d3 damage per subsequent Round, until washed off (water is sufficient). Destroys cloth, leather, or wood in one Round.
- Regeneration.** Gains 2 HP at the start of each Round, as long as it is alive.
- Magic reflection.** Shell protects against magic. Each time snail is targeted by magic, roll 1d6: 1: reflected back at caster; 2–3: cancelled; 4–6: normal effect.

TRAITS

- Pointy, striped shell.
- Three eye stalks.
- Leaves a trail of fluorescent slime.
- 1'-wide eyes with dozens of independently mobile pupils.
- Multiple rows of snapping teeth.
- Jet black, oozing orange slime.

ENCOUNTERS

- Rolling through a hamlet, crushing the mud huts and devouring their screaming inhabitants—**2d4 everyday mortals** (p110).
- Slowly slithering up the trunk of a great tree, pursuing **1d6 woodgrues** (p94) who clamber ever higher into the branches to escape the monster.
- Laying hundreds of 6" long eggs over the slimy boulders of a small stream.
- Trapped within a 20' cube of magical energy, slithering up and down the sides. Touching the force cube from the outside dispels it.

Snail, Giant—Psionic

10' tall snails with bright violet, purple, or pink bodies and shells of swirling oranges and greens. Live for many centuries. Feed on ley energies and magical mosses and fungi.

LARGE MONSTROSITY—SENTIENT—ANY ALIGNMENT

Level 6 **AC** 17 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks Bite (+5, 1d4) or psychic crush (1d6) or illusion (see below)

Speed 30 **Morale** 8 **XP** 720

Encounters 1 (35% in lair, sleeping)

Behaviour Dreamy, aloof

Speech Abstruse. Telepathic projection with any perceived sentient within 120'

Possessions None **Hoard** None

Psychic crush: The snail may direct its psionic power into the mind of a sentient being within 60', who must **Save Versus Spell**. If the save fails, the victim suffers 1d6 damage immediately and in each subsequent Round for as long as the snail concentrates (no other actions, half Speed).

Illusions (thrice a day): The snail can manifest psionic illusions that function like the arcane spell *Phantasm*, with the following enhancements:

- ▶ **Senses:** Visual, sounds, smells, and thermal elements.
- ▶ **Illusionary monsters:** Have AC 14.
- ▶ **Concentration:** The snail may move at half Speed while maintaining an illusion. Even when the snail stops concentrating, the illusion persists for 3 further Rounds.

Lairs and sleeping: Psionic snails do not keep lairs, but sometimes lie in slumber for decades, carpeted with weird plants and fungi (e.g. *Black Clover*, *Horridwort*, *Mind-Moss*, *Puck's Ear*—DCB). Carefully harvesting a portion without waking the snail requires a **Dexterity Check**.

Dream projection: A sleeping snail's dreams produce illusionary scenes up to a mile distant. See **Dreams**.

Riders: Psionic snails sometimes allow fairies (e.g. goblins, grimalkins, sprites) to ride upon their backs.



TRAITS

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

ENCOUNTERS

- 1 Cleansing its psychic aura in a rainbow-hued waterfall.
- 2 Tittering and veering erratically, carrying 3 goblins (p47) upon its shell. The goblins are whooping and screaming, drunkenly tussling with each other over a bottle of *Golden Aspintheon* (DCB).
- 3 Psychically communing with 1d3 gelatinous hulks (p44), standing frozen in a glade, reaching their arms toward the sky. If the snail is disturbed, the hulks awaken and go on the rampage.
- 4 Fleeing an *Audrune* (p33), angered that the snail has damaged a nearby ley line by drinking too greedily on its energies.

DREAMS

- 1 A carnival procession of 60 blue-skinned people (everyday mortals—p110), dancing, juggling, cartwheeling, and playing huge horns.
- 2 A dozen plush, silken divans, floating 10' in the air, drifting on the wind. Any who sleep on the divans are protected from the elements and heal 1d6 HP.
- 3 4d6 gelatinous apes (p114) deep in thought, contemplating the next move in a fiendishly complex, chess-like board game laid out before them.
- 4 4d10 blessed unicorns (p85) of many hues fleeing a rapidly advancing flaming void. Any coming within 20' of the void must **Save Versus Doom** or fall unconscious for 1d6 hours. Those who succeed realise the void is illusory.

Spectre

Incorporeal spirits of mortals who, in ages long past, worshipped profane deities of death and oblivion. Forced by pride and evil pacts to linger in undeath, gloating over their riches.

MEDIUM UNDEAD—SENTIENT—CHAOTIC

Level 6 **AC** 17 **HP** 6d8 (27) **Saves** D9 R10 H11 B12 S13

Attacks Touch (+5, 1d8 + energy drain)

Speed 50 **Fly** 100 **Morale** 11 **XP** 1,120

Encounters 1d4 (80% in lair)

Behaviour Avaricious, arrogant, desire worship

Speech Sinister whispering. Old Woldish

Possessions None **Hoard** C5 + R2 + M8

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysis*, *Dominance*).

Immunities: Only harmed by magic or magic weapons.

Incorporeal: Can pass through walls, doors, and other solid objects.

Dark sight: Can see normally without light.

Energy drain: The touch of a spectre reduces the victim's maximum Hit Points by 1d6 and incurs a –1 penalty to Attack Rolls and Saving Throws. These effects are cumulative if a victim is touched multiple times. Gaining a Level removes all penalties and restores lost maximum HP.

Soul annihilation: A victim slain by a spectre must **Save Versus Doom** or have their soul annihilated, snuffed out by the spectre's evil magic. Such a victim cannot be raised from the dead, except by a wish.



TRAITS

- 1 Crown of steel thorns.
- 2 Covered in ritualistic scars.
- 3 Misty aura of demonic visages.
- 4 Wields a great two-handed sword (damage as per touch).
- 5 Hands dripping with spectral blood.
- 6 Wears a leering skull mask.

ENCOUNTERS

- 1 Gliding through a hamlet, slaying those who do not show sufficient deference or provide proper tribute.
- 2 Meeting with **1d6 witches** (p90) on neutral ground. The coven wishes to negotiate access to an arcane secret lost to all except those who linger from a bygone age.
- 3 Hunting for its mortal remains, long ago stolen from their place of interment. Willing to trade information about Dolmenwood's ruins and history in exchange for the names and locations of those who traffic in the ancient dead.
- 4 Slowly tormenting a **thief** (Level 1—p107) who almost succeeded in stealing its riches. The gold and jewels still sit in a sack nearby.

LAIRS

- 1 A foreboding stone castle draped in heavy shadow and thick black vines. Only accessible for an hour a day, just after sunset, before it fades away without a trace.
- 2 The remnants of an ancient hillside keep. A rotting throne to a forgotten leader dominates the main hall, festering with beige mould (see *Dungeon Environment—DCB*).
- 3 A ruined church, its holy symbols and statues defaced and defiled. Attending are **1d4 pilgrims** (p111), convinced the spectres deserve worship as dark gods.
- 4 A barrow constructed over a ley line. Inside, experiments performed on fresh corpses to create **1d3 servile wights** (p89) have only been partially successful.

Sprite

Pesky, miniature (6" high), dragonfly-winged fairies that swarm Dolmenwood in hordes, causing mischief wherever they find the opportunity.

SMALL FAIRY—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 16 **HP** 1d4 (2) **Saves** D12 R13 H14 B15 S16

Attacks Dart (+0, 1d2 + poison, range 20'/40'/60')
or magic (see below)

Speed 20 **Fly** 40 **Morale** 6 **XP** 20

Encounters 3d6 (15% in lair)

Behaviour Sharp-witted, mischievous, flippant

Speech High-pitched buzzing. Sylvan,
Woldish (1-in-4 chance)

Possessions None **Hoard** R1 + R6

Cold iron: As fairies, sprites suffer 1 extra point of damage when hit with cold iron weapons.

Poisoned darts: Irritation and swelling cause a –1 penalty to Attack Rolls for 24 hours (**Save Versus Doom** to negate).

Type and magical trait: There are eight types of sprites, each a different colour and with its own magical trait. When sprites are encountered, roll 1d8 to determine their type—see opposite.

Thievery and pranks: Sprites are inveterate thieves and delight in using their fairy magic to play pranks on mortals.

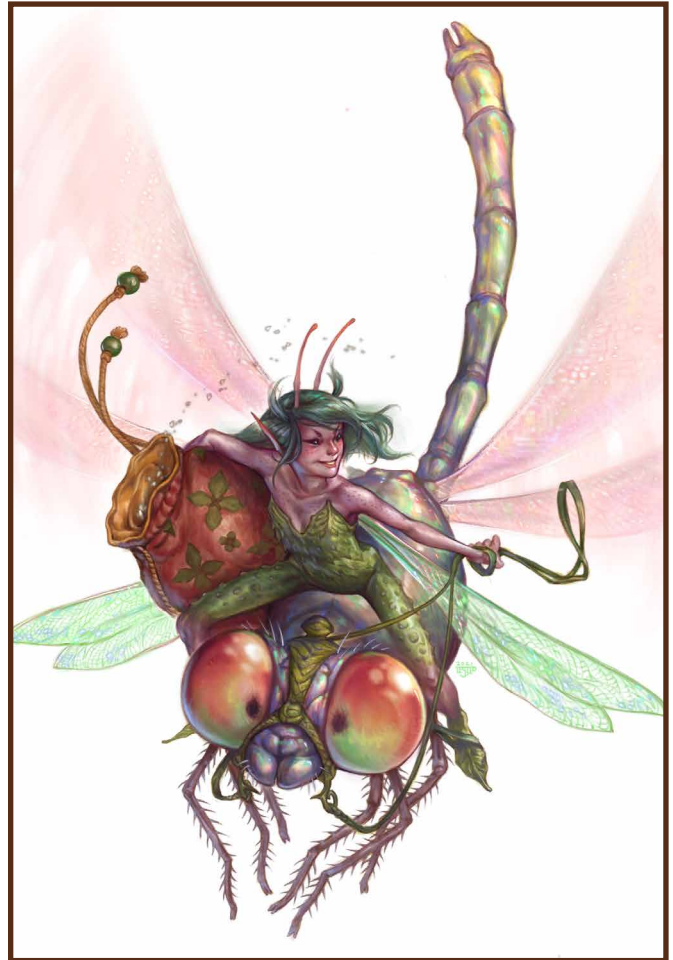
Cowardly: Sprites try to avoid physical confrontations with bigger folk, fleeing if their pranks lead to violence.

Barter: Sprites are sometimes open to barter, providing secrets and reconnaissance from the local area in exchange for salt, honey, or resin.

Potion ingredient: Adding a dozen mashed, fermented sprites of a particular type (see opposite) reduces the cost of brewing a particular type of potion by 25%. The Nag-Lord's servants hunt sprites for this purpose. Each sprite body is worth 10gp.

ENCOUNTERS

- 1 Buzzing around a party of **2d4 travellers** (everyday mortals—**p110**), throwing acorns at their heads and twittering.
- 2 Fluttering around manically between tree branches, babbling in Sylvan, frantically looking for a recently purloined coin pouch which has disappeared. The pouch has been retrieved by its original owner—a now invisible **magician** (Level 3—**p107**) making a quick getaway.
- 3 Pursued by **1d6 crookhorns** (**p28**) wielding butterfly nets.
- 4 Perched upon a branch, drunkenly eating a pile of fermented medlars and throwing the seeds down at anyone who happens by. The second course, following the medlars, is an indigo liquid (*Sandor's Phantasmal Elixir*—**DCB**) in a flask slung conspicuously from the branch.



TRAITS

- 1 Riding a rainbow-hued dragonfly (as a **giant fly**).
- 2 Compound eyes and antennae.
- 3 Speech accompanied by twittering giggles.
- 4 Naked and hairless.
- 5 Lumpy, warty flesh.
- 6 Curly horns.

LAIRS

- 1 An enclosed nest woven from stripped twigs and colourful scraps of shredded cloth, hanging high in the branches of a plum tree. The sprites tend the cherry and plum trees in the area, consuming the ripe and fermented fruits.
- 2 Chambers in the hollowed out heart of a great fir tree, with access via a pair of woodpecker roosting holes. The sprites do the bidding of an **evil psionic giant snail** (**p78**) that lurks in the hollow tree, consuming sentients.
- 3 A gigantic bees' nest high in a beech tree, humming with **bees** (insect swarm, **p115**). The sprites live as the rulers of the bee colony; the insects are charmed to protect them.
- 4 Homes in rocky nooks behind a cascade of little waterfalls. The sprites ride **giant frogs** (**p114**) and hunt eels in the pools and streams.

1. BLACK SPRITE

Also known as: Gupples.

Control mortals: A group of 3 black sprites may cause a mortal within 20' to perform an action of their choice for 1 Round. Sprites cannot cause people to attack, cast spells, or perform obviously suicidal actions. The victim may **Save Versus Spell** to resist the involuntary action. If the save succeeds, the target is immune to these sprites' magic until dawn.

Potion ingredient: Black sprites are useful in concocting *Alchemical Tonic* (DCB).

2. BLUE SPRITE

Also known as: Twooks.

Jinx: 5 blue sprites acting in unison may jinx another being within 30', either causing a permanent, minor curse (e.g. high-pitched voice, long rubbery nose) or an instantaneous prank (e.g. falling into a bog, dropping a weapon). The target must **Save Versus Spell**. If the save succeeds, the target is immune to these sprites' magic until dawn.

Potion ingredient: Blue sprites are useful in concocting *Dimensional Solvent*, *Silver* (DCB).

3. GREEN SPRITE

Also known as: Miffies.

Insubstantial: Green sprites exist in the liminal region that lies between the mortal world and Fairy. They can only interact with the physical world in the feeblest way—five sprites together could carry a cat. Their teasing, jeering voices can be heard perfectly clearly, however.

Move through solids: Green sprites can wriggle through solid barriers of less than 4" in thickness.

Immunities: Only harmed by magic or magic weapons.

Potion ingredient: Green sprites are useful in concocting *Vaporous Spirits* (DCB).

4. INDIGO SPRITE

Also known as: Wold-nixes.

Glamour: Indigo sprites can veil themselves with illusions, appearing as humans of otherworldly beauty. One who kisses a sprite thus glamourised falls instantly into a deep sleep lasting 1d6 hours. Any other form of touch dissolves the glamour.

Potion ingredient: Indigo sprites are useful in concocting *Amber Nectar* (DCB).

5. PINK SPRITE

Also known as: Cabber-knockers.

Mimicry: Pink sprites can mimic any voice or other sound that they have heard.

Potion ingredient: Pink sprites are useful in concocting *Liquid Time* (DCB).

6. PURPLE SPRITE

Also known as: Moddlecoops.

Hallucinations: A group of 5 purple sprites may cause all mortals within 20' to experience vivid hallucinations of giant monstrous fairies. Targets must **Save Versus Spell** or either flee in terror or attack random targets (equal chance of either reaction). Hallucinations last for 2d6 Rounds. If the save succeeds, the target is immune to these sprites' magic until dawn.

Potion ingredient: Purple sprites are useful in concocting *Aethers of Starlight* (DCB).

7. RED SPRITE

Also known as: Chaffers.

Discord: A group of 3 red sprites can evoke intense feelings of jealousy, avarice, and bellicosity in a mortal within 20'. If the target fails a **Save Versus Spell**, they turn on their companions for 1d6 Rounds. If the save succeeds, the target is immune to these sprites' magic until dawn.

Potion ingredient: Red sprites are useful in concocting *Sandor's Phantasmal Elixir* (DCB).

8. YELLOW SPRITE

Also known as: Tomfools.

Invisibility: Yellow sprites can become invisible at will and can attack while invisible.

Surprise: When invisible, a yellow sprite always gains surprise, unless detected by some means.

Attacking an invisible sprite: An invisible sprite can be spotted by shadows and small shimmerings, and can be attacked at a -2 Attack Roll penalty.

Potion ingredient: Yellow sprites are useful in concocting *Vanishing Philtre* (DCB).



Talking Animal

Normal woodland animals charmed with the gift of speech. Live as other beasts of their kind, but relish amusing travellers with a riddle or offer of cryptic knowledge.

SMALL ANIMAL—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 13 **HP** By species **Saves** D12 R13 H14 B15 S16

Attacks Bite or claw (+0, damage by species)

Speed 40 **Morale** 5 **XP** 10

Encounters 1d4 (15% in lair)

Behaviour Tricksy, whimsical, slippery

Speech Eloquent squeaks, hoots, barks, etc. Woldish

Possessions None

Hoard 2d100sp + 1-in-4 chance of 1 gem

Species: Determine the species of encountered animals by rolling on the **Animal Species** table. The species determines the animals' Hit Points and the damage inflicted by their attack. Very small animals cannot effectively damage larger foes. Winged animals have flying Speed 40.

Trade: Talking animals may approach travellers and propose a trade: food (1d6 rations) or shiny trinkets (worth at least 1d20gp) in return for divulging knowledge about Dolmenwood.

Knowledge: If a trade is agreed, a talking animal reveals a useful nugget of information about the current hex or a neighbouring hex (per the Referee's judgement). Occasionally, an animal may instead provide a cryptic clue to a wider mystery in Dolmenwood—see **Cryptic Clues**.



CRYPTIC CLUES

- 1 Icy folk linger behind the great falls.
- 2 A holy sword rests in a chapel along the Shiver.
- 3 Ygraine guards a powerful secret in her chateau's crypts.
- 4 Hooded Men skulk and creep around Skull Creek.
- 5 A ghost tower in the Table Downs hides a witch mirror.
- 6 Dreg festers in the Nag-Lord's foul fumes.

ENCOUNTERS

- 1 Excitedly dancing and capering around a glade as a **flock of crows** (normal, non-talking animals) croaks above.
- 2 Perched on rocks along the sides of a small ravine, singing popular religious folk songs in beautiful, choral voices.
- 3 Gathered in the shadowy branches of a swaying fir tree, whispering in earnest debate. Approaching stealthily, characters may overhear discussion of an exodus of animals from the "corrupted northern woods."
- 4 Seated on toadstools, quietly nibbling on their noonday snack.

ANIMAL SPECIES

- | | |
|------------------------------|-------------------------------|
| 1 Badger (4 HP, 1d3 damage). | 7 Rabbit (2 HP, 0 damage). |
| 2 Crow (2 HP, 1 damage). | 8 Robin (1 HP, 0 damage). |
| 3 Fox (4 HP, 1d3 damage). | 9 Snake (3 HP, 1d4 damage). |
| 4 Mole (1 HP, 0 damage). | 10 Squirrel (2 HP, 1 damage). |
| 5 Mouse (1 HP, 0 damage). | 11 Toad (1 HP, 0 damage). |
| 6 Owl (3 HP, 1d3 damage). | 12 Weasel (2 HP, 1d3 damage). |

LAIRS

- 1 A treehouse den of woven branches above a colony of **normal animals** of the same species. The talking animals live as lords of their mundane kin.
- 2 Nests around the perimeter of a cobbled glade decked with stumps and logs. Talking animals of many species hold secret council here.
- 3 The ruins of a chapel once dedicated to St Hamfast. The animals nest in the shredded remnants of prayer books.
- 4 Burrows among the leaning graves of long-forgotten humans. The animals have taken on the names listed on the gravestones.

Treowere

Giant (18' tall) humanoid trees, with long, trunk-like legs and twig-fingered hands. Crowned with full leaf canopies that change with the seasons. Guardians of deep, wild woods.

LARGE PLANT—SENTIENT—ANY ALIGNMENT

Level 8 AC 17 HP 8d8 (36) Saves D8 R9 H10 B11 S12

Attacks 2 fists (+7, 2d6)

Speed 20 Morale 9 XP 1,040

Encounters 1d8 (50% in lair)

Behaviour Lawful, Neutral: Benign unless slighted, Chaotic: Hateful and malevolent

Speech Slow creaking. Mulch, Sylvan, Woldish (1-in-3 chance)

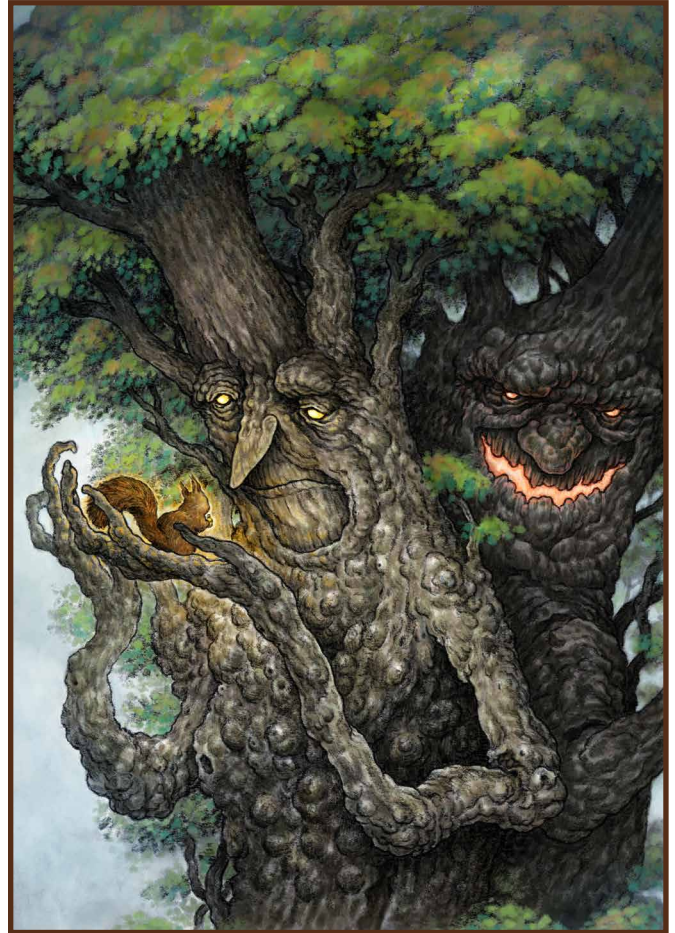
Possessions None **Hoard** C4 + R2 + M3

Surprise: In woodland, opposing side has a 3-in-6 chance of being surprised, due to mistaking treoweres for normal trees.

Distrust fire: Reaction Rolls (see *Encounters*, *DPB*) are penalised by -2 if characters are wielding fire.

Animate tree (twice a day): A treowere can command a normal tree to uproot itself and perform tasks or attack foes. See the animated tree stat block below.

Chaotic treoweres: Typically only encountered in the Nagwood, where they act as evil guardians—corrupted by Atanuwë—who accost all intruders.



Animated Tree

LARGE PLANT—MINDLESS—NEUTRAL

Level 6 AC 16 HP 6d8 (27) Saves D9 R10 H11 B12 S13

Att 2 branches (+5, 1d10) Speed 10 Morale 11 XP 320

ENCOUNTERS

- 1 Slowly and loudly singing a song of encouragement and growth to the nearby trees. Unreceptive to critique but eager for others to join in.
- 2 Scratching at the **1d6 brainconks (p20)** that have taken up residence atop its head, intent on shaking them loose.
- 3 Commanding and uprooting nearby trees with the intent of driving away a nearby camp of woodcutters. Aggressive resistance is likely to be met with bloodshed.
- 4 Hassling a troupe of **1d4 scarecrows (p72)**, baffled and intrigued by the idea that dead leaves and grain could somehow come to life in such a manner. The scarecrows' patience depends on the season.

TRAITS

- 1 Infested with spiders and insects.
- 2 Sweet scent of apples.
- 3 Wrapped in *Creeping Prune (Foraging, DCB)*.
- 4 Oozing thick amber sap.
- 5 Beard and eyebrows of thick moss.
- 6 Entirely stripped of bark.

LAIRS

- 1 An untamed but lush and blooming natural garden. Close inspection reveals clothing and bones littering the ground where bodies have been used as fertiliser.
- 2 A twisted patch of forest where every tree seems to have a leering face. Plants here eagerly lap up blood, some eventually growing into **root things (p71)**.
- 3 A glade beside a sparkling stream. **2d4 cobbins (p26)** live here in tents under treowere protection.
- 4 A graveyard of fallen trees and treoweres. Their surviving kin pilgrimage here to remember their massacre by woodcutters.

Troll

Monstrous (10' tall), mossivorous fairies with hairless, clay-like flesh. Their favoured delicacy is Dolmenwood moss grown on the corpses of sentient beings.

LARGE FAIRY—SENTIENT—ANY ALIGNMENT

Level 8 **AC** 13 **HP** 8d8 (36) **Saves** D8 R9 H10 B11 S12

Attacks 2 fists (+7, 1d10 + moss growth)

Speed 40 **Morale** 10 (or 8, see *Fear of fire*) **XP** 1,440

Encounters 1d3 (30% in lair)

Behaviour Muddled, sly, hungry for moss

Speech Lethargic rumbling. Woldish, Sylvan

Possessions None **Hoard** C5 + R2 + M8 + magical mosses (3-in-6 chance, see below)

Cold iron: As fairies, trolls suffer 1 extra point of damage when hit with cold iron weapons.

Regeneration: A damaged troll gains 3 HP at the start of each Round, as long as it is alive. Severed limbs reattach.

Return from death: If killed (0 HP), a troll regenerates and fights again in 2d6 Rounds.

Fire and acid: The only way to permanently kill a troll—they cannot regenerate damage from these sources.

Fear of fire: Morale 8 when attacked with fire or acid.

Moss growth: A creature touched by a troll sprouts moss at the site of contact, which can only be removed by magic (e.g. *Cure Affliction*). If the moss is not removed, the victim loses 1 Constitution each week. If reduced to 0 Constitution, the character dies and becomes a mound of inanimate moss. *Raise Dead* is ineffectual upon characters who perish in this way.

Magical mosses: Trolls sometimes have 2d4 portions of a magical moss species in their lair (e.g. *Frondhelm*, *Mind-Moss*, *Snogglebeard*—DCB).

Moss connoisseurs: Trolls wander far and wide in search of new moss taste sensations. The great abundance of moss (including delicious ley-infused species) draws numerous trolls to Dolmenwood.



TRAITS

- 1 Bony growths on head, like petrified antler fungus.
- 2 Clumsy, three-fingered hands.
- 3 Huge, milky eyes and a gawping mouth.
- 4 Moss sprouts in its wake, as its feet touch the earth.
- 5 Translucent flesh—with thick black bones and organs.
- 6 Two heads: one wicked, the other kindly.

LAIRS

- 1 Hiding beneath a rickety old bridge spanning a stream. Under the bridge's gloomy eaves hangs the trolls' collection of corpses—festooned with luxuriant, woolly moss.
- 2 An old well shaft leading down to a winding cave complex where black, subterranean mosses thrive. The trolls arrange their beloved skeletons in dioramas in the dark.
- 3 A wondrous garden of incandescent mosses growing upon the ruined pile of an old church. The trolls lair in the crypt, tending the moss-coated skeletons of holy people.
- 4 A crooked cottage overwhelmed with moss, seemingly derelict. The trolls lurk in the cellar, served fresh corpse-moss by a gang of **2d4 murderous mosslings** (p60) whose minds are addled by fungal infestation.

ENCOUNTERS

- 1 Dragging a human corpse through the undergrowth. The deceased person's **horse** (a Prigwort prancer—see *Horses*, DPB) lies nearby, maimed and bleeding to death.
- 2 Drowsing in pool of cool mud, snoring loudly. Sacks of moss-coated skeletons are piled nearby.
- 3 Sitting beside a small waterfall, singing sweetly while lovingly rinsing and brushing the mossy hair and beards of a collection of skulls.
- 4 Merrily whistling while squashing the corpses of a dozen woodgrues with a giant stone rolling pin. A sack of lime green moss lies nearby, ready to be laid across the woodgrue-mash substrate.

Unicorn—Blessed

Magical beings of pure good. Shimmering pink, white, or pearlescent in colour. Roam deep, wild woods, revelling in the wonders of the natural world. Avoid contact with other sentients.

LARGE DEMI-FEY—SENTIENT—LAWFUL

Level 4 **AC** 17 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks [2 hooves (+3, 1d6) and horn (+3, 1d8)]
or spell (see below)

Speed 80 **Morale** 9 **XP** 180

Encounters 1d6 (no lair)

Behaviour Noble, timid, wilful

Speech Proud whinnies. Liturgic, Sylvan

Possessions Blessed horn (see below) **Hoard** None

Cold iron: As demi-fey, blessed unicorns suffer 1 extra point of damage when hit with cold iron weapons.

Magic Resistance: +2 bonus to Saving Throws against effects of magical origin.

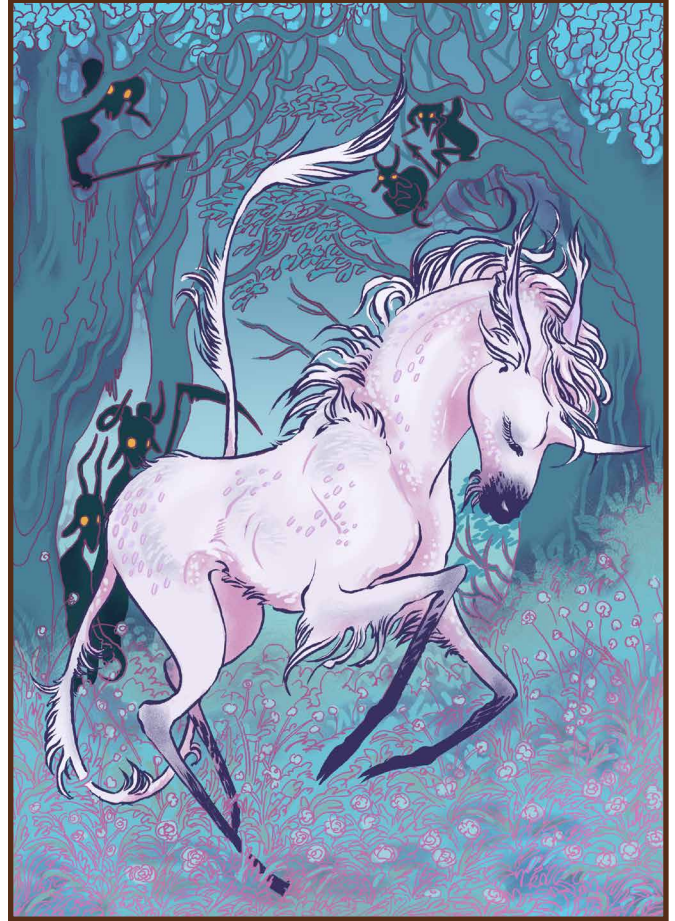
Spells: Blessed unicorns can cast each of the following holy spells once a day: *Bless*, *Lesser Healing*, *Light*, *Rally*.

Teleport: Once per day, up to 360' (including rider).

Riders: A blessed unicorn may occasionally allow a pure-hearted, Lawful character to ride it as a mount.

Blessed horn: A blessed unicorn's horn, if severed, is an artefact of holy magic. The horn functions as a *Holy Dagger* and grants the wielder the ability to cast *Bless* and *Lesser Healing* once a day (magic item value 2,250gp). Servants of good may hunt and attempt to bring to justice one who wields such an item.

Origin: The blessed unicorns of Dolmenwood are scions of a troop of fairy unicorns who aided mortals in the wars against the Cold Prince. In return for their aid, the unicorns and all their descendants were blessed by St Abthius and granted the freedom to roam Dolmenwood.



TRAITS

- 1 Regal, goat-like beard.
- 2 Voice tinkles like wind chimes.
- 3 Shifting aura of rainbow colour.
- 4 Hooves fashioned from pearl.
- 5 Scent reminiscent of home.
- 6 Tail of a lion.

ENCOUNTERS

- 1 Washing and sunning in a crystal-clear pool of water. For the rest of the day, the pool has curative properties, healing 1d4 HP when used to clean wounds.
- 2 Cautiously approaching a confused-looking **maiden** while **1d6 hunters** (Level 1—*p106*) with bows and nets lie in wait.
- 3 Injured and seeking the protection of a family of **2d4 wowedoses** (*p93*) who dwell in a secret grove. Shimmering blood trails in the unicorns' wake.
- 4 Leading a **knight** (Level 3—*p106*) towards a long-lost shrine to St Abthius, where she intends to pray for guidance on her holy mission.

Unicorn—Corrupt

Wicked unicorns corrupted by Atanuwë. Ashen grey, midnight blue, or deep purple in colour. Serve Atanuwë as advisors in matters of war and assistants in dark sorcery.

LARGE DEMI-FEY—SENTIENT—CHAOTIC

Level 4 **AC** 17 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks [2 hooves (+3, 1d6) and horn (+3, 1d8)]
or spell (see below)

Speed 80 **Morale** 9 **XP** 180

Encounters 1d6 (no lair)

Behaviour Sinister, fanatic, sadistic

Speech Creaky whinnies. Gaffe, Sylvan

Possessions Cursed horn (see below) **Hoard** None

Cold iron: As demi-fey, corrupt unicorns suffer 1 extra point of damage when hit with cold iron weapons.

Magic Resistance: +2 bonus to Saving Throws against effects of magical origin.

Spells: Corrupt unicorns can cast each of the following unholy spells once a day: *Blight*, *Cause Disease*, *Cause Fear*, *Darkness*. (See *Unholy Spells*, below.)

Teleport: Once per day, up to 360' (including rider).

Riders: A corrupt unicorn may occasionally allow a malignant Chaotic character to ride it as a mount.

Cursed horn: A corrupt unicorn's horn, if severed, is an artefact of evil magic. The horn functions as an *Arcane Dagger* and grants the wielder the ability to cast *Cause Disease* and *Cause Fear* (see *Unholy Spells*, below) once a day (magic item value 2,250gp). Servants of Atanuwë hunt and attempt to kill one who wields such an item.

Unholy Spells

Blight: Enemies in a 20' × 20' area must **Save Versus Spell** or suffer a -1 penalty to Attack and Damage Rolls for 6 Turns.

Cause Disease: Inflicts a horrid, withering disease on a single target within 30', if they fail a **Save Versus Doom**. The disease incurs a -2 Attack penalty, prevents magical healing, halves the rate of natural healing, and causes death in 2d12 days.

Cause Fear: A single target within 120' must **Save Versus Spell** or flee for 2 Turns.

Darkness: Conjures a 15' radius area of magical darkness lasting 12 Turns.



TRAITS

- 1 Cyan froth around the mouth.
- 2 Speaks in tongues. Sentences emerge from the babble.
- 3 Rippling, violet aura of energy.
- 4 Feet end in mutated hooves, cloven into 3 claws.
- 5 Empty, bleeding eye sockets. Navigates by magic.
- 6 Two mouths, one gnashing, one grinning.

ENCOUNTERS

- 1 Rearing upon a cracked dais, screeching in Gaffe, leading 2d6 **crookhorns** (p28) in a profane rite. At the culmination, 3 **cobbins** (p26) are sacrificed and a purple tear opens in the fabric of space. **Atanuwë** (DCB) steps through the rift and slays all present, cackling with glee.
- 2 Walking widdershins around a standing stone. A shimmering, emerald energy rises from the stone and drifts into the sky.
- 3 Leaping atop a crag, battling 1d8 **blessed unicorns** (p85).
- 4 Browsing the mossy beards and fungal growths of 1d6 slaughtered mosslings.

Werewolf

Humans able to transform into a bloodthirsty, humanoid wolf form. Some live in human settlements, concealing their nature. Others roam the wilds as packs of feral predators.

MEDIUM MORTAL—SENTIENT—CHAOTIC

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Bite (+3, 2d4 + disease)

Speed 60 **Morale** 8 (9 in a group of 4+) **XP** 180

Encounters 1d6 (25% in lair)

Behaviour Predatory, menacing, sly

Speech Growls and grunts. Woldish

Possessions None **Hoard** C3 + R3 + M3

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Dark sight: Can see normally without light.

Changing between forms: Takes 1 Round.

Howl (once a night, when transformed): In the wilds, a werewolf's howl summons **1d4 wolves**, arriving in 1d4 Rounds. The wolves join the werewolf in combat.

Disease: The victim has a 1-in-20 chance per point of damage of contracting a magical disease. (e.g. a character bitten for 4 damage has a 4-in-20 chance.) Unless cured by magic (e.g. the holy spell *Cure Affliction*), the disease takes hold in 2d6 days. Humans start to become a werewolf (see *Lycanthropy*) and other characters die.

If killed: Reverts to human form.



Lycanthropy

Full moon: On nights of the full moon, as well as the preceding and following nights, the subject transforms into a humanoid wolf and roams the night in a killing frenzy. At dawn, they change back into a human, retaining no memory of their deeds while transformed.

Habituatation: After 3 lunar cycles, the character becomes a full werewolf, able to transform at will and retaining memories afterwards.

Curing: Lycanthropy can only be cured by magic (e.g. the holy spell *Cure Affliction*). Even then, curing is only effective when the subject is in its werewolf form, and the subject must make a successful **Save Versus Doom**.

ENCOUNTERS

- 1 Stalking a group of **4d4 deorling does (p30)** with the help of **2d3 wolves (p119)**. Intending to divide then feast.
- 2 Dining at a stone table in the woods, butchered human flesh as the main course. Intruders are invited to join; those who do so are left unharmed.
- 3 Fleeing from a **hunter (Level 1—p106)** and **1d6 villagers (p111)** armed with silver weapons.
- 4 Tracking a **blessed unicorn (p85)** with the intention of beseeching the holy creature to cure their lycanthropy.

TRAITS

- 1 Snow white hair and fur.
- 2 Constantly sniffing and snorting.
- 3 Blood red eyes.
- 4 Uncontrollable giggles, even in wolf form.
- 5 Lolling, drooling tongue.
- 6 Thick uni-brow in both forms.

LAIRS

- 1 A permanent campsite in a gloomy glade. The werewolves resupply by raiding merchant caravans and trading with crookhorns.
- 2 A stately manor, built as far on the outskirts of a settlement as reasonable. Servants do their best to ignore the odd coming and goings of their eccentric masters.
- 3 A natural den, disguised with moss and undergrowth. A pack of **2d4 dire wolves (p119)** has recently moved in, uninvited but willing to share the meat of their kills with the werewolves.
- 4 A basement gaol beneath the ruins of an old fort. Heavy steel chains, once used as restraints, lie discarded and unneeded.

Wicker Giant

12' tall wicker humanoids animated by Drune magic to guard special sites. At their hearts, green flames flicker around the charred bones of sacrificial victims (often crookhorns).

LARGE CONSTRUCT—MINDLESS—NEUTRAL

Level 8 **AC** 12 **HP** 8d8 (36) **Saves** D8 R9 H10 B11 S12

Attacks 2 fists (+7, 1d10 + swallow) or breath (4d6)

Speed 40 **Morale** 12 **XP** 1,440

Encounters 1 (50% in lair)

Behaviour Looming, creaking, rageful

Speech None. Understand Drunic

Possessions None **Hoard** None

Construct: Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominare*).

Fire immunity: Unharmed by fire.

Swallow: An opponent hit by both fists in the same Round is gulped down into the belly of the giant. Swallowed victims can attack the wicker giant from inside, but suffer 2d6 damage per Round from the green fire in its chest.

Breath (thrice a day): A wicker giant may belch forth a gout of green flame targeting all within a 30' long cone, 20' wide at the end. **Save Versus Blast** for half damage.



TRAITS

- 1 Wicked, leering grin with thigh-bones for teeth.
- 2 Topped with a gigantic pumpkin with carved visage.
- 3 Hung with iron owls that clank in the breeze.
- 4 Wicker laths bound with cord of silvery elf-hair.
- 5 Wheezes eerily as it moves about.
- 6 Head festooned with brambles, like hair and beard.

ENCOUNTERS

- 1 Grasping for one of 2d6 **crookhorns** (p28) nearby to swallow. The crookhorns are jostling amongst themselves to push someone else forward, hoping a sacrifice will satiate the giant.
- 2 Warding off a **giant psionic snail** (p78) that keeps trying to slip past and drink from a nearby ley line.
- 3 Clumsily trailing behind 2d4 **bramblings** (p21) as they carry cairn stones from one site to another at the behest of a **Drune Cottager** (p35) who watches from a hidden vantage point.
- 4 Wandering in search of a new nodal stone to guard, having been accidentally dismissed by its last master.

LAIRS

- 1 A collapsed barrow, now little more than an artificial hill built atop a lesser ley line. Flames burn green here, and slain humanoids have a 1-in-6 chance of rising as wights.
- 2 A ring of tall, narrow standing stones, each flecked with silver light. Destroying the wicker giant releases 2d4 **antler wraiths** (p12) suppressed by its presence.
- 3 An overgrown meadow, thick weeds concealing a decrepit shack in its centre. 3 **Drune Cottagers** (p35) are gathered inside to discuss the black obelisk recently unearthed in the building's basement.
- 4 A stone altar, stained with ancient blood and overgrown with red moss. Long abandoned by the Drune.

Wight

Interred corpses wreathed in pale flame, possessed by evil spirits emerged from the conduit of a ley line. Lair in their former tombs, collecting bones and riches.

MEDIUM UNDEAD—SENTIENT—CHAOTIC

Level 3 **AC** 14 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Claw (+2, 1d6 + energy drain)

Speed 30 **Morale** 12 **XP** 90

Encounters 1d6 (50% in lair)

Behaviour Covetous, hateful of the living

Speech Bestial hissing and snarling

Possessions None **Hoard** C4 + R4 + M1

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and mind-affecting spells (e.g. *Vapours of Dream*, *Paralysis*, *Dominance*).

Immunities: Only harmed by silver weapons, magic, or magic weapons.

Dark sight: Can see normally without light.

Energy drain: The touch of a wight reduces the victim's maximum Hit Points by 1d3 and incurs a –1 penalty to Attack Rolls and Saving Throws. These effects are cumulative if a victim is touched multiple times. Gaining a Level removes all penalties and restores lost maximum HP.

Possession: The evil spirit inhabiting a wight may transfer into a fresh corpse, if the monster is left alone with the body. The wight's previous body crumbles into dust and the new body rises as a wight with full Hit Points. The monster is evidently undead and cannot impersonate the person whose corpse it inhabits.



TRAITS

- 1 Jaw completely unhinges.
- 2 Endlessly repeat corpse's final words.
- 3 Silver coins in eye sockets.
- 4 Nearby plants char and wilt.
- 5 Adorned in bone trinkets.
- 6 Scent of lingering smoke.

ENCOUNTERS

- 1 Standing motionless in the shadows of tall trees, watching as **2d6 revellers**, heavily inebriated and making merry, draw near.
- 2 Incubating a virulent disease inside a bloated corpse, intending to unleash a plague that will wipe out a nearby settlement.
- 3 Planning how to sneak past or overpower the **wicker giant (p88)** guardian of a lesser ley line. Outmatched enough that they would consider allying themselves with mortals, exchanging treasure for assistance.
- 4 Clashing with **2d4 giant ants (p112)**, unleashed by digging into the crystalline tunnels beneath a ley line.

LAIRS

- 1 An expansive underground tomb, its air heavy with dust and rot. Corpses left to fester have infused the very stones with the reek of death.
- 2 A water-logged ruin, its stones slick with slime. Secrets whispered by something trapped deep beneath the mud let the wights give simple orders to **1d12 bog corpses (p17)** in the surrounding swamp.
- 3 A chambered barrow, built for the twelve sons an ancient chieftain lost in a single battle. A **banshee (p13)** lingers here, slain on the same night almost a millennia ago.
- 4 A profane altar fashioned from dark limestone, sheltered by an ancient dolmen. A malign influence calls out to the fell spirits inside the wights, demanding worship.

Witch

Women who have sworn themselves to the service of a Gwyrigon in return for arcane secrets. Witches gather beneath the moon to conduct their esoteric worship and to work magic.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 4 **AC** 14 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks Silver dagger (+3, 1d4) or spell (see below)
or granted power (see below)

Speed 40 **Morale** 9 **XP** 280

Encounters 1d6 (20% in lair)

Behaviour Perceptive, enigmatic

Speech Formidable, cryptic. Woldish, Witches' Cant, Drunic (2-in-6 chance)

Possessions 3d6sp + arcane and herbal trade goods (DCB, 2-in-6 chance)

Hoard C2 + R1 + M5

Spells: The typical witch has the following arcane spells memorised: **Rank 1** *Ingratiate*, **Rank 2** *Perceive the Invisible*, **Rank 3** *Paralysation*, **Rank 4** *Hex Weaving*.

Granted powers: Each witch has entered into a spiritual union with a particular Gwyrigon (DCB), granting them magical powers. When witches are encountered, roll 1d3 to determine their type—see opposite.

Potion brewing: Witches can brew potions, costing the potion's standard value and taking 1d6 days per 500gp value. There is a 1-in-6 chance of failure.

Eternal youth: A witch's union with a Gwyrigon brings about the extension of her mortal life and delays the ravages of ageing.



Eye of Ertta

TRAITS

- 1 Arms tattooed with winding brambles and knives.
- 2 Emaciated and bloodstained.
- 3 Enchanting beauty. Face shifts between different forms.
- 4 Small bird sits on shoulder, twittering quietly in ear.
- 5 Eyes of pure black; otherworldly gaze.
- 6 Skin slick with iridescent oil.

ENCOUNTERS

- 1 Foraging for roots and fungi, carrying pouches already containing 1d3 portions of *Devil's Grease*, *Knobbed Mandrake*, or *Velvet Flounder* (DCB).
- 2 Sweeping a tranquil glade with a broom of crow feathers, preparing the site for a ritual. 13 slender silver daggers are stabbed into the earth around the glade's perimeter.
- 3 Collecting the water of a trickling spring into copper vessels decorated with eyes that seem to move.
- 4 Leading a **blindfolded young woman** (everyday mortal—*p110*) to a secret pool. Bathing in the violet waters cures the woman of a common pox, removing red boils from her skin.

LAIRS

- 1 A simple mud hut in a shadowy glade. Dozens of rough faces carved in the mud walls peer at visitors. Inside, tallow candles burn with multi-coloured flames.
- 2 A homely cottage with smoke drifting from its chimney. The place appears completely empty, apart from a cheery fire in the grate. Passing a bare hand through the fire dispels the illusion, revealing the real, inhabited cottage.
- 3 A magical air bubble in a peat bog. Furnishings woven from reeds rest on the muddy bottom. Clay masks allow the witches to breathe underwater when leaving.
- 4 The disinterred chambers of a barrow mound, now a cosy home where the witches brew potions, bake pies, and fire pots, aided by **2d6 barrowbogeys** (*p14*).

1. EYE OF ERTTA

Frost touch: The witch may attack in melee with her icy touch instead of a dagger, inflicting 1d3 damage. The victim must also **Save Versus Hold** or begin to freeze, suffering 1 damage per Round in the subsequent 1d4 Rounds. If this damage brings the victim to 0 HP, they are frozen solid.

Wind riding: On windy nights, an Eye of Ertta may drift into the sky and travel through the air. By riding the currents, she can travel anywhere within Dolmenwood in 1d6 hours.

Curse of the open sky (once a week): An Eye of Ertta may bring down the curse of Ertta upon a single target, who must **Save Versus Spell**. 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, **Save Versus Ray** for half).

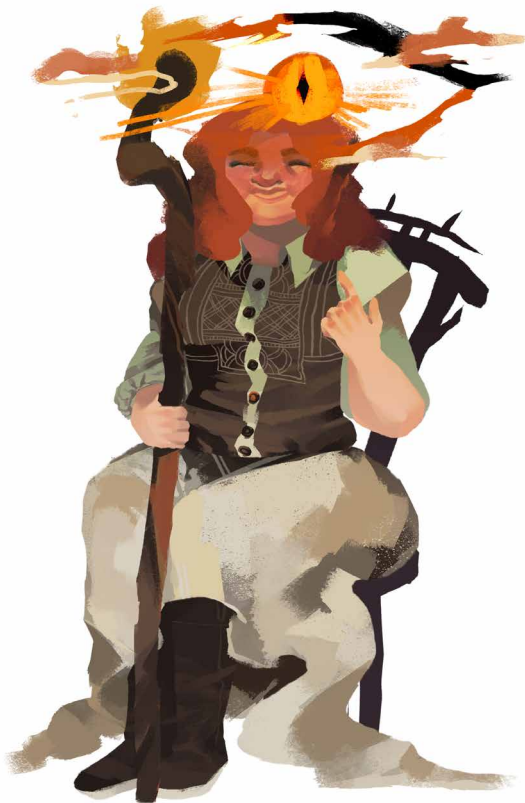
2. EYE OF HASTURIEL

Secret name of Hasturiel (once a day): Spoken by a witch in her service, the secret name of Hasturiel causes beings of Level 6 or less within 20' to flee in terror for 2 Turns (**Save Versus Hold** to resist).

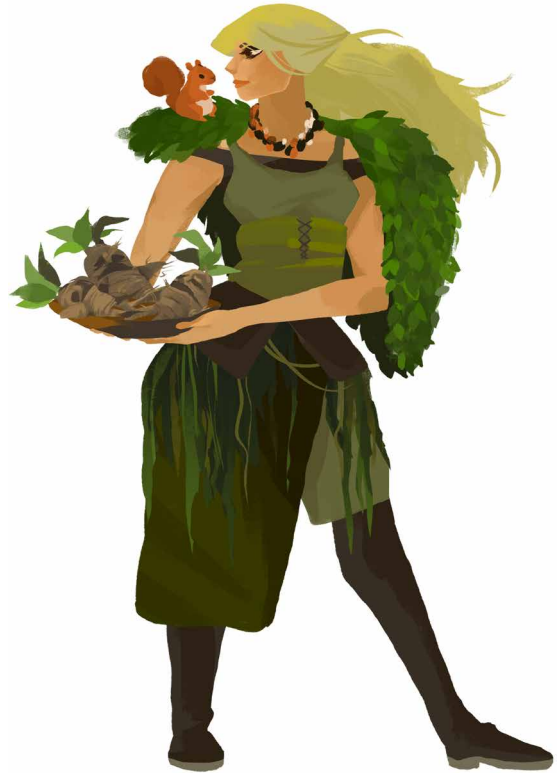
Evil eye (once a day): An Eye of Hasturiel may place a curse (per the arcane spell *Hex Weaving*) by gazing at a target.

Cloak true form (once a day): An Eye of Hasturiel can take on any outward appearance she wishes (limited to female humanoids of roughly the same size).

Metamorphosis (once a week): An Eye of Hasturiel may change into any creature, per the arcane spell *Polymorph*. The metamorphosis lasts until dawn or until the witch chooses to shed her new form.



Eye of Hasturiel



Eye of Limwdd

3. EYE OF LIMWDD

Meld into earth (once a day): An Eye of Limwdd may curl into a ball and descend seed-like into the earth, over the course of 1 Turn. She may remain in this state for up to 1 month, taking physical sustenance from the soil. She retains an awareness of events on the ground above her.

Clay doppelgänger (once a month): An Eye of Limwdd can craft a clay double of any mortal whom she has set eyes upon. The crafting takes one full day, with work commencing at dawn. At dusk, the doppelgänger comes to life as a Level 1 construct (1d8 HP), and takes on the outward appearance of the person it mimics. It lives until the following dawn. The witch may clothe the construct and entrust it whatever task she wishes. To a casual observer, it looks exactly like the person copied. Close contact reveals a slick wetness to its skin. The double cannot speak but may moan and shout.

Pyre of rebirth (once a week): An Eye of Limwdd may build a pyre and ritually immolate herself. When the fire dies down, the witch rises from the embers, healed of all damage, disease, and poison. Her skin is charred and ashen, but returns to its normal state the following morn.

Witch Owl

Milky-white owls with a 3' wingspan, violet eyes, and uncannily rotating heads. Prey at dusk on sentients, feeding on their psychic energy. Sighting a witch owl is regarded as an ill omen.

SMALL MONSTROSITY—SEMI-INTELLIGENT—CHAOTIC

Level 2 **AC** 14 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks 2 claws (+1, 1d4)

Speed 10 **Fly** 60 **Morale** 8 **XP** 50

Encounters 1d6 (25% in lair)

Behaviour Inscrutable, sinister, merciless

Speech Eerie hooting

Possessions None **Hoard** C4 + R3

Screech (once a day): Mortals within 120' who hear the screeching of a group of witch owls must **Save Versus Hold** or be paralysed for 1 Turn (aware but unable to move or act).

Gaze: A mortal within 30' who meets the gaze of a witch owl must **Save Versus Spell**. Unless averting their eyes, characters in melee are affected each Round. Those who fail have a momentary vision of being a mouse lost in moonlit woods, hunted and then torn to shreds by owls. Victims lose 1d3 Wisdom and part of their psyche (see **Psychic Drain**). A character whose Wisdom is drained to 0 becomes a **shadow** in the thrall of the witch owls.

Averting eyes: -4 penalty to Attack Rolls. The witch owl gains a +2 bonus to Attack Rolls against the character.

Recovering psychic drain: Lost Wisdom can be restored by *Remove Curse* or *Hex Weaving*, but lost psychic fragments can never truly be recalled, even if reminded by others.

Lairs: There is a 3-in-6 chance of **1d4 shadows (p74)** lurking in a witch owl lair—thralls of the owls.



PSYCHIC DRAIN

- 1 All memories of own parents.
- 2 Ability to love.
- 3 A significant goal, driving force, or dream.
- 4 Knowledge of own name.
- 5 Ability to enjoy food.
- 6 Memory of own greatest deed.

ENCOUNTERS

- 1 Perched atop a decaying signpost, heads turned away. If mortals approach, the owls' heads swivel around, bringing their gaze upon the victims.
- 2 Fluttering around the shuttered windows of a small cottage, attempting to frighten the inhabitants into allowing the owls entry.
- 3 Perched on a dolmen, fixated by the crystal pendulum of a **Drune Cottager (p35)**. Any sound breaks the enchantment.
- 4 Gathered in solemn council on the needle-littered floor of a pine-glade. **1d6 shadows (p74)**—thralls of the owls—lurk among the trees. There appear to be 2 factions among the owls and their hooting conveys a sense of discord.

TRAITS

- 1 Single large eye in centre of forehead.
- 2 Feathers shimmer, as if bathed in moonlight.
- 3 Human mouth, is able to speak.
- 4 Haloed with eerie, purple light.
- 5 Silver antlers.
- 6 Wing-tip feathers made of silver. (12 feathers, 50gp each.)

LAIRS

- 1 The ruins of an old church steeple, standing alone among a maze of briars and wild roses.
- 2 A series of alcoves built into the shaft of an old well. Anyone peering down the shaft must **Save Versus Spell** or be compelled to climb within.
- 3 A forest cave which exudes an unnatural and terrifying darkness. Even plants lean away, trying to escape the influence of this accursed grotto.
- 4 An ivy-clad mausoleum—the resting place of a witch—standing amid the ruins of a graveyard. The door to the crypt is slightly ajar. There is a 2-in-6 chance that the woman interred here is now a **wight (p89)**.

Wodewose

Wild people of the forest (6–7' tall), covered in coarse hair and patched with moss, lichen, and ferns. Wander in the deep woods, avoiding all contact with other folk. Eat fungus and roots.

MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 3 **AC** 12 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15

Attacks Cudgel (+2, 1d6+1)

Speed 40 **Morale** 8 **XP** 40

Encounters 1d6 (no lair)

Behaviour Wide-eyed, shy, uncultured

Speech Whistling mumbles and whispers. Mulch, Woldish or Sylvan (1-in-4 chance)

Possessions Carried by group: roots and mushrooms (see below) **Hoard** None

Surprise: In woodland, opposing side has a 3-in-6 chance of being surprised, due to wodewoses' stealth.

Animal friendship: Animals of all species are fascinated by and instinctively well-disposed towards wodewoses. Animals never attack or chase a wodewose, even if commanded by their masters.

Attack monsters: Wodewoses hate magical monstrosities (e.g. wyrms) and wicked servants of Atanuwë (e.g. crook-horns). They attempt to kill or drive all such beings out of their territory.

Roots and mushrooms: Each wodewose group carries 1d3 portions of an unusual root or mushroom, freshly foraged. See the **Roots and Mushrooms** table.

Wodewose blood: The deep brown blood of a wodewose has healing properties. If applied to a wound, tiny vines slowly stitch the wound together, healing 1d3 Hit Points after 1d6 Turns. If drunk, the blood has no healing effect and causes leaves to sprout from the character's body after 1d3 days (**Save Versus Doom** to avoid). A vial of wodewose blood is worth 200gp. 2d6 vials of blood can be drained from a dead wodewose.



TRAITS

- 1 Crawling with beetles.
- 2 Shaggy, auburn hair, mane of oak leaves.
- 3 Rough, black hair, tangled and braided.
- 4 Face covered in fern shoots. Long, pink tongue lolls.
- 5 Long, tawny beard, laced with vines.
- 6 Staring, bulbous black eyes. Clad entirely in moss.

ROOTS AND MUSHROOMS

- 1 **Bosun's balm.** Reduces effects of encumbrance—DPB.
- 2 **Fenob.** Recover 1 HP overnight—DPB.
- 3 **Goatman's goblet.** Merry intoxication—DCB.
- 4 **Knobbed mandrake.** Regrows lost appendage—DCB.

ENCOUNTERS

- 1 Merrily capering around the mossy, fallen trunk of a great tree, disoriented and chuckling quietly, having consumed large quantities of *Goatman's Goblet* (DCB). The goat's milk odour of the fungus lingers prominently.
- 2 Nimbly scaling a tree trunk, cautiously surveying the ground below. Clusters of purple, grape-like fruits glisten high in the branches.
- 3 In battle with a **corrupt unicorn** (p86), trying to beat the monster into submission and drag it to a nearby pool to be drowned.
- 4 Drinking from a pool in a glade encrusted with colourful coral fungus. With each palm-full of water, the wodewoses' hair grows thicker and their grins become wider.

Woodgrue

3½' tall, demi-fey, bat-faced goblins, with bodies covered in soft, downy fur. Love darkness, fire, revelry, and deranged woodwind music. Wander wild in the woods, sleeping in treetops.

SMALL DEMI-FEY—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 12 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16

Attacks Weapon (+0)

Speed 30 **Morale** 7 **XP** 15

Encounters 3d6 (no lair)

Behaviour Madcap, frivolous, hair-brained

Speech Rapid squeaking. Woldish, Sylvan

Possessions 2d4gp + wind instrument

Hoard None

Surprise: In woodland, opposing side has a 3-in-6 chance of being surprised, due to woodgrues' stealth.

Cold iron: As demi-fey, woodgrues suffer 1 extra point of damage when hit with cold iron weapons.

Weapons: Woodgrues favour clubs (1d4), daggers (1d4), and slings (1d4).

Moon sight: Woodgrues can see in darkness up to 60', viewing the world as though it glows in faint moonlight. Fine detail (e.g. writing) cannot be perceived.

Mad revelry (once a day): A woodgrue can play a magical song (see *Enchanted Melodies*) on a woodwind instrument. All within 60' must **Save Versus Spell** or be afflicted by its magic as long as the woodgrue keeps playing. Fairies and demi-fey gain a +2 bonus to the Saving Throw. While playing, the woodgrue may move but cannot attack or perform other actions.

Code of hospitality: If a woodgrue is invited into a place by way of handwritten invitation or swearing an oath of good behaviour, they are bound by ancient rites of hospitality and are unable to use *Mad Revelry* while within the place.



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.

ENCHANTED MELODIES

- 1 **Dance:** Subjects gain a +1 bonus to AC, but are unable to move from the spot where they caper.
- 2 **Jubilate:** Subjects burst into laughter, unable to speak. 1-in-6 chance per Round of falling over in a laughing fit.
- 3 **Mount:** Subjects attempt to ride nearby creatures piggy-back. Unaffected creatures may **Save Versus Hold** once per Round to avoid being mounted or to buck off a rider.

ENCOUNTERS

- 1 Furtively defecating atop a communal dung heap, while nibbling on glowing mushrooms growing in the dung.
- 2 Playing an irksome melody on twisted brass horns. A raiding party of 2d6 crookhorns (p28) cavort boisterously, leaping onto each other's backs (see *Mount—Enchanted Melodies*).
- 3 Being coerced into swearing an oath of good behaviour at the perimeter of a ring of *Speckled Sporange* fungus (DCB) being used as seats by 3d6 merry-making sprites (p80).
- 4 Capering through the woods, laughing while recklessly blowing flammable oil into burning torches, producing great gouts of flame.

Wronguncle

Stumpy, humanoid toadstools, 5' tall, with white bodies and speckled, red caps. Grow on a ley-infused corpse, inheriting the voice, habits, and garbled memories of the deceased person.

MEDIUM FUNGUS—SENTIENT—ANY ALIGNMENT

Level 2 **AC** 11 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16

Attacks Cudgel (+1, 1d6)

Speed 40 **Morale** 7 **XP** 35

Encounters 1 (no lair)

Behaviour Befuddled, merry, inane (until reunited with former loved ones—see *Returning home*)

Speech Repeats favoured phrases. Woldish

Possessions 3d6sp **Hoard** None

Turnable: As an odd symbiosis between fungal growth and revenant spirit, wronguncles can be turned as undead. Treat as Level 4 monsters for this purpose.

If damaged: A cloud of spores puffs from the injury, enveloping any within 5'. Those affected must **Save Versus Doom** or suffer from complete amnesia for 2d6 days.

Yearning for home: A yearning to return to the home of their deceased host (see *Home*) compels wronguncles to wander, picking up basic travelling gear and seeking the companionship of other travellers along the way.

Returning home: If a wronguncle finds its way back home, it is compelled to murder its former loved ones, mentors, friends, or most hated enemies (this differs per individual). This last deed accomplished, the toadstool explodes in a cloud of spores that drift along on the winds until they settle on a new host.

Alignment: A wronguncle inherits the Alignment of its deceased host, until becoming Chaotic in its final frenzy of murder.



TRAITS

- 1 Sports a dead squirrel, in memory of its former hat.
- 2 Face contorts between benign smile and twisted grimace.
- 3 Knitted “clothes” of woven mycelia (attached to body).
- 4 Wretchedly weeps and sniffles.
- 5 Attracts flies, bees, sprites, and small birds.
- 6 Two souls in one; switches personalities at intervals.

HOME

- 1 **Castle Brackenwold.** Hex 1508.
- 2 **Dreg.** Hex 1110.
- 3 **Drigbolton.** Hex 0702.
- 4 **Fort Vulgar.** Hex 0604.
- 5 **Lankshorn.** Hex 0710.
- 6 **Meagre’s Reach.** Hex 1703.
- 7 **Odd.** Hex 1403.
- 8 **Prigwort.** Hex 1106.
- 9 **Woodcutters’ Encampment.** Hex 1109.
- 10 **Servant at:** 1. Bogwitt Manor (hex 1210), 2. Hall of Sleep (hex 1304), 3. Harrowmoor Keep (hex 1105), 4. Nodding Castle (hex 0210).

ENCOUNTERS

- 1 Merrily whistling and singing jolly songs of its hometown while washing its stumpy, fungal feet in a puddle.
- 2 Worriedly asking any it encounters if they know Matilda (or another loved one’s name). Confused if questioned further, cannot offer any more details.
- 3 Marching along, endlessly repeating its name, rank, and hometown. Asks to be directed to Captain Merryweather.
- 4 Face distorted with rage, chasing a **young man** (the toadstool’s former husband, everyday mortal—*p110*), brandishing a bloodied cudgel while screaming “I love you with all my heart!”

Wyrms—Overview

Long, limbless, wingless monsters related to the dragons that plague other lands.

The dragons of Dolmenwood differ from those known in other realms. There are four types, each associated with one of the four elements and the four bodily humours: black bile wyrms (earth), phlegm wyrms (water), blood wyrms (air), yellow bile wyrms (fire).

Wyrms of the denser elements (black bile wyrms and phlegm wyrms) are the least long-lived, the least dangerous, and the most commonly encountered in Dolmenwood. Blood wyrms and yellow bile wyrms are more powerful and rarer.

REPRODUCTION

Wyrms reproduce as other reptiles do, laying and incubating clutches of eggs. After hatching from its egg, a wyrmling remains with its mother for some years. This is the only situation in which wyrms tolerate each other's company—they otherwise harbour a jealous loathing of their own kind, only meeting occasionally to spawn.

AGE

The combat stats presented are for adult wyrms. Immature wyrms or ancient wyrms of up to 3 Levels lower or higher may also sometimes be encountered. Immature wyrms are less likely to be encountered in their lair, while ancient wyrms are more likely to be encountered in their lair.

SPEECH AND INTELLECT

All wyrms speak their own tongue as well as that of serpents and the common tongue of humans (Woldish), the latter with a varying degree of eloquence. The lesser wyrms are only capable of uttering the most simplistic phrases in Woldish, while the greater are silver-tongued and may speak additional languages (e.g. Sylvan, Old Woldish, and occasionally even High Elfsh).

LAIRS, HOARDS, AND SLEEPING

Wyrms of all kinds make subterranean lairs where they mound up the treasure that they have amassed. Typically, they have short periods of activity—wherein they eat flesh and pillage treasure—followed by long periods of sleep. When a wyrm is encountered in its lair, there is a chance of it being asleep.

Creeping up on a sleeping wyrm: Wyrms are light sleepers, keeping one eye half-open most of the time. It is thus difficult to catch one fully unawares. A normal Surprise Roll (see *Encounters*, DPB) is used to determine whether a sleeping wyrm is caught unawares.

REGENERATION

Wyrms are able to naturally recover from grievous wounds, given time to rest. Even severed portions of their bodies regrow.

VULNERABILITY

All wyrms have a degree of resistance to weapons. They also possess a vulnerability by which weapons may inflict normal damage. The exact nature of this vulnerability varies by individual. The table below gives some ideas for wyrm vulnerabilities, but the Referee may invent unique variations to keep players guessing.

Alchemical analysis: An alchemist can divine a wyrm's vulnerability by analysing a small part of its body (e.g. a scale). This process has the same cost and time as analysing a potion (see *Specialist Services*, DPB).

WYRM VULNERABILITIES

- | | |
|---|--|
| 1 | Exposure to daylight. |
| 2 | The presence of a pure-hearted virgin. |
| 3 | Hallowed ground. |
| 4 | The light of the full moon. |
| 5 | Unicorn horn. |
| 6 | The stench of rotting fish. |
| 7 | Atheist philosophy. |
| 8 | Witch magic. |

ORIGIN

The first wyrms spawned from the corpse of an ancient Wood God known as Ocryphd, slain by the Cold Prince and his knights in days beyond mortal memory. In a final act of vengeance, the bile, blood, and phlegm of the Wood God's decomposing body took on the form of wyrms and slithered away to hidden places to multiply and bide their time. These creatures and their descendants have plagued the inhabitants of Dolmenwood ever since.



Yellow Bile Wyrm Hatchling

Wurm—Black Bile

30' long, with lumpy flesh, brown-black scales, patches of fur or feathers, and leering, lupine faces. Burrow into the earth to surprise prey. Delight in killing for its own sake

LARGE DRAGON—SENTIENT—CHAOTIC

Level 5 **AC** 17 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14

Attacks [Bite (+4, 2d6) and tail (+4, 2d4)]
or breath (caustic bile) or growl (command)

Speed 60 **Burrow** 20 **Morale** 9 **XP** 460

Encounters 1 (50% in lair)

Behaviour Savage, rapacious, destructive

Speech Growling, broken sentences. Basic Woldish, Wurm

Possessions None **Hoard** C6 + R7 + M4

Surprise: When a black bile wurm is lying in wait beneath the earth, opposing side has a 4-in-6 chance of being surprised.

Sleeping in lair: 50% chance of being asleep if encountered in lair (see *Wurm—Overview*, p96).

Immunities: Suffer half damage from mundane weapons. Immune to acid and poison. Immune to mundane fire, lightning, and cold. Suffer half damage from magical fire, lightning, and cold.

Dark sight: Can see normally without light.

Breath (thrice a day): A black bile wurm may vomit up a gout of caustic black bile. All within a 10' wide, 30' long stream from the wurm's mouth suffer damage equal to its current Hit Point total (**Save Versus Blast** for half damage).

Commanding growl (thrice a day): A black bile wurm may utter a growled command to a single subject. If the subject understands the language used, they must **Save Versus Spell** or obey the command for 1 Round. Commands that are obviously harmful to the subject cause the growl to automatically fail.

See also: *Wurm—Overview*, p96 (regeneration, vulnerability, etc.).



TRAITS

- 1 Reeks of sulphur.
- 2 Eyes of phosphorescent amber.
- 3 Plume of lustrous, black feathers around the neck.
- 4 Thorns along sides.
- 5 Salivates and froths at the mouth.
- 6 Scales covered with moss.

ENCOUNTERS

- 1 Coiled around a dead horse, in battle with a **knight** (Level 3—p106).
- 2 Lying in wait beneath a mound of freshly dug earth topped with the bloody corpse of an old woman.
- 3 Crashing through the forest in a blood rage, levelling small trees. The wurm has ravaged a cluster of woodland huts and hungers for more flesh.
- 4 Enraged and coiled around an 8' sphere of black energy. Inside the sphere is a **magician** (Level 3—p107). She is biding her time, but would be appreciative of assistance.

LAIRS

- 1 The nest of a giant bird—possibly still containing an unhatched egg—amid the branches of a mighty tree. The wurm is adept at climbing up and down the trunk.
- 2 A muddy hole burrowed out of the side of a hill.
- 3 A nest of feathers and furs in the deepest hole of a natural cave network. Outside, the bones and ravaged remains of victims are strewn around.
- 4 At the base of a natural canyon, overgrown with brambles at either end (the wurm descends down the sides). The monster collects the blood of its victims in a basin at the centre of its treasure hoard.

Wurm—Blood

50' long, with deep crimson scales, human-like faces, pupilless blue eyes, a ridge of antlers at the neck, and a thorny, whip-like tail. Often charm lesser beings to do their bidding.

LARGE DRAGON—SENTIENT—CHAOTIC

Level 9 **AC** 19 **HP** 9d8 (40) **Saves** D7 R8 H9 B10 S11

Attacks [Bite (+7, 2d10) and tail (+7, 2d6)]
or breath (boiling blood)

Speed 80 **Fly** 80 **Morale** 9 **XP** 2,450

Encounters 1 (50% in lair)

Behaviour Scheming, cruel, sadistic

Speech Eloquent, venomous. Woldish, Wurm, Sylvan

Possessions None **Hoard** C10 + R8 + M11

Sleeping in lair: 30% chance of being asleep if encountered in lair. (See *Wurm—Overview*, p96.)

Immunities: Only harmed by magic or magic weapons. Immune to acid and poison. Immune to mundane fire, lightning, and cold. Suffer half damage from magical fire, lightning, and cold.

Dark sight: Can see normally without light.

Breath (thrice a day): A blood wurm may vomit forth a great gout of boiling blood. All within a 15' wide, 120' long stream from the wurm's mouth suffer damage equal to its current Hit Point total (**Save Versus Blast** for half damage).

Charming voice: Those who hear the words of a blood wurm must **Save Versus Spell** or come under its sway. If the Saving Throw fails, the victim is charmed to move towards the wurm (resisting those who try to prevent it), to obey the wurm's commands (if understood), and to defend the wurm. They are unable to cast spells, use magic items, or harm the wurm. Killing the wurm breaks the charm.

Flight: Blood wyrms are able to fly with sinuous agility. Having no wings, their flight is magical.

See also: *Wurm—Overview*, p96 (regeneration, vulnerability, etc.).

ENCOUNTERS

- 1 Plummeting to earth, harried by **2d4 griffons** (p114) in the service of a powerful wizard. They are instructed to kill the wurm and retrieve its body.
- 2 In battle with a **cleric of St Sedge** (Level 5—p104) The cleric rejects any offers of aid, being engaged in a duel of honour. The wurm's servants—**2d6 brigands** (Level 1 thieves—p107)—lurk nearby, ready to pounce at an opportune moment.
- 3 **1d4 elf wanderers** (p39), wild-eyed under the wurm's charm, attack all they encounter and drag the captives to the wurm, which waits nearby.
- 4 Concealed behind a rock, threatening a caravan of **4 merchants** (p111) and **16 guards** (Level 1 fighters—p105). The merchants fearfully unload their most precious goods into chests by the roadside.



TRAITS

- 1 Blood weeps from the eyes of all creatures in its presence.
- 2 Antlers decorated with skulls of victims.
- 3 Leaves a trail of clotted blood in its wake.
- 4 Long, orange beard.
- 5 Reeks of carrion.
- 6 Two small mouths that speak in unison with the primary.

LAIRS

- 1 A ruined manor house, recently partially cleared and repaired. The wurm has made its lair in the banquet hall and is attended by **6 charmed servants** (everyday mortals—p110), who treat the monster like a king.
- 2 A natural cave system inhabited by **4d20 mosslings** (p60), all charmed by the wurm. They serve the monster as their god, tricking strangers with feigned hospitality, only to sacrifice them to the wurm in the night.
- 3 Upon a magical, floating sky-island, among the ruined laboratories of the wizard who created it. All manner of magical curiosities may be among the wurm's hoard.
- 4 A hidden cleft among high, rocky peaks, nigh inaccessible on foot. A gang of **3d6 crookhorns** (p28) dwells in the peaks, serving the wurm.

Wurm—Phlegm

40' long, sinuous, with scintillating silver-grey scales, weed-like fringes of purple, serpentine faces, and flashing, golden eyes. Dwell in or close to water. Love gems and hypnotic music.

LARGE DRAGON—SENTIENT—CHAOTIC

Level 7 **AC** 19 **HP** 7d8 (31) **Saves** D8 R9 H10 B11 S12

Attacks [Bite (+6, 2d8) and tail (+6, 1d10)]
or breath (venom) or gaze (hypnotism)

Speed 60 **Swim** 60 **Morale** 9 **XP** 1,380

Encounters 1 (50% in lair)

Behaviour Languid, avaricious, deceitful

Speech Dreamy hissing. Woldish, Wurm

Possessions None **Hoard** C9 + R5 + M10 + (R1 × 3)

Sleeping in lair: 40% chance of being asleep if encountered in lair. (See *Wurm—Overview*, p96.)

Immunities: Suffer only a single point of damage when hit by mundane weapons. Immune to acid and poison. Immune to mundane fire, lightning, and cold. Suffer half damage from magical fire, lightning, and cold.

Dark sight: Can see normally without light.

Amphibious: Can breath air and water.

Breath (thrice a day): A phlegm wurm may spit venomous phlegm. All within a 10' diameter sphere up to 120' from the wurm's mouth suffer damage equal to its current Hit Point total (**Save Versus Blast** for half damage).

Hypnotic gaze (thrice a day): A phlegm wurm's gaze may hypnotise a target. The one gazed upon must **Save Versus Spell** or follow the wurm's spoken suggestion (a short phrase) for 1d6 Turns. Suggestions that are obviously harmful to the subject cause the gaze to automatically fail.

Hypnotic music: Can soothe an angered phlegm wurm.

See also: *Wurm—Overview*, p96 (regeneration, vulnerability, etc.).



TRAITS

- 1 Dazzling scales reflect an unseen light.
- 2 Triple-forked, yellow tongue.
- 3 Third, violet eye in centre of forehead.
- 4 Loves riddles and speaks in rhyme.
- 5 Accompanied by the odour of aromatic resins.
- 6 Covered in a clear slime.

ENCOUNTERS

- 1 Agitating the water around a barge drifting on a pool. 2 anglers (p110) cry out in terror, spotting the wurm's silver coils.
- 2 Writhing in hypnotic ecstasy to frenetic pipe music played by a bard (Level 3—p104) standing on a large boulder. Disturbing the music could have grave consequences.
- 3 Emerging from the undergrowth with a sack of pillaged coin in its teeth. A band of 12 mercenaries (Level 1 fighters—p105) has brought jewels to trade with the wurm.
- 4 Darting from a pool or stream, dragging 3 merchants (p111) to their doom. A toppled caravan lies nearby. The merchants' guards have fled in terror.

LAIRS

- 1 A murky pond beside a ruined mill. The wurm stores its hoard beneath the old waterwheel.
- 2 A narrow passage behind a small waterfall leads into a dripping, stalactite-filled grotto where the wurm lairs. Any noise is amplified in cascading echoes and threatens to bring down the stone spikes from above.
- 3 A pine-clad island in the centre of a bog. Cattle are sometimes tied at the edge of the bog—sacrificial offerings from local people to appease the wurm.
- 4 In a pool, once tended by nymphs, at the top of a waterfall that "falls" upwards into the sky.

Wyrms—Yellow Bile

60' long, with tarnished gold scales, misshapen heads, bulbous, black eyes, and tufts of wispy, white hair. Hoard knowledge in addition to gold, feigning wisdom to lure in victims.

LARGE DRAGON—GENIUS—CHAOTIC

Level 11 **AC** 20 **HP** 11d8 (49) **Saves** D6 R7 H8 B9 S10

Attacks [Bite (+8, 2d10) and tail (+8, 2d6)]
or breath (acidic bile)

Speed 80 **Fly** 80 **Morale** 9 **XP** 3,350

Encounters 1 (50% in lair)

Behaviour Erudite, treacherous, hateful

Speech Reasoned rasp. Woldish, Wyrms, Dwelve, Sylvan

Possessions None **Hoard** C11 + R12 + M7

Sleeping in lair: 20% chance of being asleep if encountered in lair. (See *Wyrms—Overview*, p96.)

Immunities: Only harmed by magic or magic weapons. Suffer half damage from magic weapons. Immune to acid and poison. Immune to mundane fire, lightning, and cold. Suffer half damage from magical fire, lightning, and cold.

Dark sight: Can see normally without light.

Breath (thrice a day): A yellow bile wyrm may belch forth a cone of sticky, caustic, yellow bile. All within a cone 60' long and 30' wide at the end suffer damage equal to the wyrm's current Hit Point total, as well as 2d6 damage in the following Round, while the bile drips off (**Save Versus Blast** for half damage—both this Round and the next).

Aura of fear: In the presence of a yellow bile wyrm, all beings of less than Level 8 must **Save Versus Hold** or be paralysed for 1d6 Turns (aware but unable to move or act).

Flight: Yellow bile wyrms are able to fly with sinuous agility. Having no wings, their flight is magical.

See also: *Wyrms—Overview*, p96 (regeneration, vulnerability, etc.).



TRAITS

- 1 Huge, fatty jowls.
- 2 Bifurcated tail.
- 3 Milky pus, oozing from between the scales.
- 4 Lolling, violet tongue.
- 5 Dozens of small, white eyes on the cheeks and forehead.
- 6 Twisted, black tusks.

ENCOUNTERS

- 1 Bellowing, flying on its way to devour the nearest village.
- 2 Accompanied by 4d8 crookhorns (p28), engaged in tense negotiations with a delegation of 5 Drune Cottagers (p35) and 8 brambblings (p21). Those who approach stealthily may overhear plans to besiege the court of the Nag-Lord.
- 3 Lounging atop a hillock. The monster claims to be on a pilgrimage to the ruined abbey of St Clewyd (hex 0906). In truth, it is resting after having eaten sixteen pilgrims.
- 4 Laying beside a misty pool, quietly discussing ancient days with an elf courtier (p37) clad in dewdrops. There is a 3-in-6 chance of the wyrm suddenly swallowing the elf whole (she survives in its belly for 1d4 Rounds).

LAIRS

- 1 A huge cavern deep underground. The wyrm has captured an onyx blob (p66) and 2 redslobs (p70) to protect the multitude of mould-lined passages that lead to its lair.
- 2 The ruins of an old church. Among the catacombs, the wyrm has amassed a collection of books, whose pages it leafs through by delicately blowing on them.
- 3 Atop a storm cloud which looms permanently above this section of the wood.
- 4 A hall of wood, erected by a group of 2d6 magician-acolytes (Level 1—p107) who worship the wyrm. It shares enigmatic tidbits of its vast knowledge-hoard with them, in exchange for their servitude.

Yickerwill

Flying demi-fey monsters, 6' tall, with legs like bendy caterpillars, goggling moth-like faces, feathered bellies, and icy, fluttering wings. Murder sentients to consume their clothing.

MEDIUM DEMI-FEY—SEMI-INTELLIGENT—NEUTRAL

Level 4 **AC** 13 **HP** 4d8 (18) **Saves** D10 R11 H12 B13 S14

Attacks 2 claws (+3, 1d6) or breath (frost)

Speed 20 **Fly** 60 **Morale** 7 **XP** 180

Encounters 1d6 (day 90% in lair, night 10% in lair)

Behaviour Flighty, greedy, mercurial

Speech Chittering whispers. Snatches of Sylvan

Possessions None **Hoard** C4 + R4 + M1

Cold iron: As demi-fey, yickerwills suffer 1 extra point of damage when hit with cold iron weapons.

Flammable: Suffer double damage from fire.

Nocturnal: –1 penalty to Attack Rolls and Saving Throws in the daytime.

Dark sight: Can see normally without light.

Absorb magical light: With a click of its fingers, a yickerwill can absorb light spells (e.g. *Firelight*, *Holy Light*) within 30', permanently cancelling the magic. The fairy heals 1d4 Hit Points per Rank of the spell absorbed.

Frosty breath (thrice a day): A yickerwill can exhale a whirling blast of frost, filling a cone 30' long and 20' wide at the end. All within the cone must **Save Versus Blast** or suffer 2d6 damage. All flames within the cone are extinguished.

Antennae: Detect invisibility and magic without fail.

Killed victims: Yickerwills make fast work of devouring victims' clothing, and sometimes (2-in-6) lay eggs in the corpse. Such corpses are devoured by larvae in 2 weeks.

Origin: Yickerwills are the devolved descendants of the Cold Prince's moth-faced wardrobe guards, a small number of whom lingered in Dolmenwood following his banishment into Fairy.



TRAITS

- 1 Wings and body emit a smouldering smoke.
- 2 Long, spiralling tongue folds in and out.
- 3 Rows of tiny, insectoid legs along chest.
- 4 Eye patterns on wings.
- 5 Ruff of iridescent, peacock-like feathers.
- 6 Icicles hanging from wings.

ENCOUNTERS

- 1 Gleefully feasting on the goods of a clothes merchant, pulling great armfuls of garments from his caravan. The merchant and 3 guards lie slaughtered nearby.
- 2 Attacking a hive of **3d12 killer bees** (p116) in the tree-tops, wishing to steal their honey.
- 3 Being attacked by a desperate company of **4d6 nutcaps** (p63), attempting to drive the yickerwills away from their colony in the treetops nearby. The nutcaps will reward any who aid them with 3 small garnets (100gp each).
- 4 Creeping up on a group of **2d6 villagers** (p111) bathing tipsily in a bubbling brook. The yickerwills have eyes for the humans' clothing, strewn on rocks nearby.

LAIRS

- 1 A steep, rocky gully lined with silk cocoons in which the yickerwills slumber.
- 2 A storm-wracked elm festooned with cast iron lanterns formed like leering visages. While the yickerwills dream among the branches, eerie fires flicker on and off in the lanterns.
- 3 A network of grottoes formed where a stream trickles underground. The yickerwills slumber atop mounds of crushed bone in their larder cave, draped with pristine sheets of silk and linen.
- 4 The ruins of an old manor house, its windows smashed and its interior overgrown with brambles. The yickerwills roost in ancient, decrepit wardrobes in the manor's former bedchambers.



Part Three

Appendices



Every fool who goes into the Wood with a sword on their hip and a pack full of rations will tell you to watch for monsters, fairies, and whatever other bogeymen their mind or empty tankard can conjure. The real truth that no one wants to admit is that the most dangerous and unpredictable beings you'll encounter in Dolmenwood are the ones you see every single day: other people. Humans and other Kindreds are completely unpredictable. And I don't just mean person to person. I've seen a devout friar perform horrific deeds and watched a heartless cutpurse offer kindness to a wayward child. At least when you run into some strange beast in the Wood, you have a pretty fair certainty it's out to kill you."

—Grendl Lockehorn, breggle knight

Adventurers

Ne'er-do-wells and righteous questers that one might encounter in the wilds.

Example stat blocks for characters of all nine Classes, at Levels 1, 3, and 5. These may be convenient for use when PCs encounter other adventurers, or for use as bandits, guild members, town guards, etc.

Details: Basic equipment, memorised spells, and so forth are provided for quick reference. The Referee may alter or elaborate these as desired.

Non-adventurers: When using these stat blocks for non-adventurers (e.g. town guards), suggested magic items should usually be ignored and stats reduced accordingly. The average town guard captain does not have magic armaments.

BARD

Level 1 Bard (Rhymer)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 12 HP 1d6 (3) Saves D13 R14 H13 B15 S15
Att Weapon (+0) **Speed 30 Morale 7 XP 15 Enc 1d6**

Gear: Leather armour. Shortsword (1d6). Sling + 20 stones (1d4).

Magic: Counter charm, Enchantment (1/day—mortals).

Skills: Decipher Documents 6, Legerdemain 6, Listen 5, Monster Lore 5.

Level 3 Bard (Troubadour)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 14 HP 3d6 (10) Saves D12 R13 H12 B14 S14
Att Weapon (+1) **Speed 20 Morale 8 XP 65 Enc 1d3**

Gear: Chainmail. Shortsword (1d6). Silver dagger (1d4). Shortbow + 20 arrows (1d4). *Vaporous Spirits*.

Magic: Counter charm, Enchantment (3/day—mortals).

Skills: Decipher Documents 5, Legerdemain 6, Listen 5, Monster Lore 4.

Companions: 1d4 rhymer.

Level 5 Bard (Lore-Master)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 15 HP 5d6 (17) Saves D11 R12 H11 B13 S13
Att Weapon (+2) **Speed 20 Morale 9 XP 360 Enc 1**

Gear: Chainmail + shield. *Arcane Shortsword* (1d6+2, +2 Attack). Silver dagger (1d4). Shortbow + 20 arrows (1d4). *Lute of Obscurement*. *Prismatic Elixir*.

Magic: Counter charm, Enchantment (5/day—animals, demi-fey, mortals).

Skills: Decipher Documents 5, Legerdemain 5, Listen 4, Monster Lore 4.

Companions: 1d4 troubadours, 1d4 Level 1 enchanters, hunters, or thieves.

Possessions and Hoards

Possessions: In addition to the listed gear, adventurers typically carry 2d8gp per Level.

Hoards: Adventurers usually live in a settlement, so are not encountered in a lair in the wild. When using adventurer stat blocks for NPCs who do live in the wild (e.g. bandits), the Referee should decide on appropriate treasure types (see *Placing Treasure*, DCB). For example, a large, successful bandit gang might have a hoard of C7 + R11 + M9 in their hidden camp in the wild.

CLERIC

Kindred: Usually humans, occasionally other mortals.

Holy order: Clerics of Level 3 / 5 are members of a holy order. (Roll 1d6) **1–2: St Faxis:** +2 to saves against arcane magic; arcane spell-casters suffer –2 to saves against cleric's spells. **3–4: St Sedge:** Lay on hands once a day (1 HP / Level). **5–6: St Signis:** +1 Attack vs undead; harms undead even without silver or magic weapons.

Level 1 Cleric (Acolyte)

SIZE/TYPE BY KINDRED—SENTIENT—LAWFUL OR NEUTRAL

Level 1 AC 15 HP 1d6 (3) Saves D11 R12 H13 B16 S14
Att Weapon (+0) **Speed 20 Morale 8 XP 10 Enc 1d20**

Gear: Chainmail + shield. Longsword (1d8). Shortbow + 20 arrows (1d6).

Level 3 Cleric (Warden)

SIZE/TYPE BY KINDRED—SENTIENT—LAWFUL OR NEUTRAL

Level 3 AC 17 HP 3d6 (10) Saves D10 R11 H12 B15 S13
Att Weapon (+1) **Speed 20 Morale 9 XP 65 Enc 1d4**

Gear: Plate mail + shield. Longsword (1d8). Shortbow + 20 arrows (1d6). Vial of holy water.

Spells: *Lesser Healing*, *Mantle of Protection*.

Companions: 1d6 acolytes.

Level 5 Cleric (Elder)

SIZE/TYPE BY KINDRED—SENTIENT—LAWFUL OR NEUTRAL

Level 5 AC 19 HP 5d6 (17) Saves D9 R10 H11 B14 S12
Att Weapon (+2) **Speed 20 Morale 10 XP 360 Enc 1**

Gear: Plate mail + *Holy Shield*. *Holy Longsword* (1d8+2, +2 Attack). Shortbow + 20 arrows (1d6). 3 vials of holy water. *Prismatic Elixir*. *Scroll of Cure Affliction*.

Spells: *Lesser Healing*, *Light*, *Bless*, *Hold Person*.

Companions: 1d4 wardens, 2d6 acolytes.

Kindred Traits

The most important traits of each Kindred are summarised below. See the *DPB* for full details.

Breggle: +1 AC in Light or no armour. Horns: 1d4 damage at Level 1, 1d4+1 at Level 3 / 5. Gaze once a day at Level 5.

Elf: Random glamour. +2 Magic Resistance. Vulnerable to cold iron (+1 damage).

Grimalkin: +2 AC versus Large creatures. Random glamour. +2 Magic Resistance. Change into Chester and Wilder form. Vulnerable to cold iron (+1 damage).

Human: Act first on tied initiative.

Mossling: Random knack. +4 to Saving Throws versus fungal spores / poisons; +2 for other saves.

Woodgrue: Moon sight to 60'. +2 AC versus Large creatures. Mad revelry once a day. Vulnerable to cold iron (+1 damage).

ENCHANTER

Kindred: Usually elves, grimalkins, or woodgrues.

Level 1 Enchanter (Wanderer)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 12 HP 1d6 (3) Saves D11 R12 H13 B16 S14 Att Weapon (+0) Speed 30 Morale 7 XP 15 Enc 1d6

Gear: Leather armour. Shortsword (1d6).

Magic: *Beguilement*, *Rune of Vanishing* (1/day).

Skills: Detect Magic 5.

Level 3 Enchanter (Beguiler)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 14 HP 3d6 (10) Saves D10 R11 H12 B15 S13 Att Weapon (+1) Speed 20 Morale 8 XP 90 Enc 1d3

Gear: Chainmail. Longsword (1d8). *Fairy Dagger* (1d4+2, +2 Attack). *Bottled Light*.

Magic: *Fool's Gold*, *Forgetting*, *Subtle Sight*. *Deathly Blossom* (1/day), *Gust of Wind* (1/day), *Proof Against Deadly Harm* (1/day).

Skills: Detect Magic 5.

Companions: 1d4 wanderers.

Level 5 Enchanter (Bewitcher)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 14 HP 5d6 (17) Saves D9 R10 H11 B14 S12 Att Weapon (+2) Speed 20 Morale 9 XP 460 Enc 1

Gear: Chainmail. Longsword (1d8). *Fairy Dagger* (1d4+2, +2 Attack). *Liquid Time*. *Wand of Phantasm* (10 charges).

Magic: *Awe*, *Cloak of Darkness*, *Disguise Object*, *Masquerade*. *Fog Cloud* (2/day), *Gust of Wind* (2/day), *Sway the Mortal Mind* (2/day), *Arcane Unbinding* (1/week), *Fairy Gold* (1/week).

Skills: Detect Magic 4.

Companions: 1d4 beguilers, 1d4 Level 1 bards, hunters, or thieves.



FIGHTER

Level 1 Fighter (Soldier)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 15 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att Weapon (+1) Speed 20 Morale 7 XP 10 Enc 2d6

Gear: Chainmail + shield. Longsword (1d8). Shortbow + 20 arrows (1d6).

Level 3 Fighter (Lieutenant)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 17 HP 3d8 (13) Saves D11 R12 H13 B14 S15 Att Weapon (+2) Speed 20 Morale 8 XP 40 Enc 1d4

Gear: Plate mail + shield. Longsword (1d8). Shortbow + 20 arrows (1d6). *Orgon's Scintillating Philtre*.

Combat talent: Cleave.

Companions: 2d4 soldiers.

Level 5 Fighter (Captain)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 19 HP 5d8 (22) Saves D10 R11 H12 B13 S14 Att Weapon (+3) Speed 20 Morale 9 XP 260 Enc 1

Gear: Plate mail + *Arcane Shield*. *Fairy Longsword* (1d8+2, +2 Attack). Shortbow + 20 arrows (1d6). *Prismatic Elixir*. *Wereform Elixir*.

Combat talent: Leader.

Companions: 1d4 lieutenants, 2d6 soldiers.

FRIAR

Kindred: Usually humans, occasionally other mortals.

Level 1 Friar (Mendicant)

SIZE/TYPE BY KINDRED—SENTIENT—LAWFUL OR NEUTRAL

Level 1 AC 12 HP 1d4 (2) Saves D11 R12 H13 B16 S14
Att Weapon (+0) **Speed 40 Morale 7 XP 15 Enc 1d6**

Gear: Staff (1d4).

Spells: *Lesser Healing*.

Level 3 Friar (Preacher)

SIZE/TYPE BY KINDRED—SENTIENT—LAWFUL OR NEUTRAL

Level 3 AC 12 HP 3d4 (7) Saves D11 R12 H13 B16 S14
Att Weapon (+0) **Speed 40 Morale 8 XP 65 Enc 1d3**

Gear: Staff (1d4). Sling + 20 stones (1d4). Vial of holy water. Scroll of *Holy Light*.

Spells: *Detect Evil*, *Lesser Healing*, *Speak With Animals*.

Companions: 1d4 mendicants.

Level 5 Friar (Healer)

SIZE/TYPE BY KINDRED—SENTIENT—LAWFUL OR NEUTRAL

Level 5 AC 13 HP 5d4 (12) Saves D10 R11 H12 B15 S13
Att Weapon (+1) **Speed 40 Morale 9 XP 460 Enc 1**

Gear: *Holy Staff* (1d4+2, +2 Attack). Sling + 20 stones (1d4). 2 vials of holy water. Scroll of *Remove Poison*. *Rod of Silence* (5 charges).

Spells: *Detect Magic*, *Lesser Healing*, *Mantle of Protection*, *Bless*, *Reveal Alignment*, *Holy Light*.

Companions: 1d4 preachers, 2d4 mendicants.



HUNTER

Level 1 Hunter (Guide)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Weapon (+1) **Speed 30 Morale 7 XP 10 Enc 3d6**

Gear: Leather armour. Shortsword (1d6). Longbow + 20 arrows (1d6).

Skills: Alertness 6, Stalking 6, Survival 5, Tracking 5.

Companions: Spookhound (DPB).

Level 3 Hunter (Pathfinder)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 15 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Weapon (+2) **Speed 30 Morale 8 XP 40 Enc 1d4**

Gear: Leather armour + *Arcane Shield*. Shortsword (1d6). Longbow + 20 arrows (1d6). *Wyrmsblood Elixir*.

Skills: Alertness 6, Stalking 6, Survival 4, Tracking 4.

Companion: Lankston mastiff (DPB), 2d4 guides.

Level 5 Hunter (Strider)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 15 HP 5d8 (22) Saves D10 R11 H12 B13 S14
Att Weapon (+3) **Speed 30 Morale 9 XP 260 Enc 1**

Gear: Leather armour + *Arcane Shield*. Shortsword (1d6). *Fairy Longbow* + 20 arrows (1d6+2, +2 Attack). *Hunter's Balm*. *Elixir of Mutability*.

Skills: Alertness 5, Stalking 5, Survival 4, Tracking 4.

Companions: Bear (p112), 1d4 pathfinders, 2d4 guides.

KNIGHT

Kindred: Usually humans or breggles.

Level 1 Knight (Squire)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 17 HP 1d8 (4) Saves D12 R13 H12 B15 S15
Att Weapon (+1) **Speed 20 Morale 8 XP 10 Enc 2d6**

Gear: Plate mail + shield. Longsword (1d8).

Level 3 Knight (Armiger)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 19 HP 3d8 (13) Saves D11 R12 H11 B14 S14
Att Weapon (+2) **Speed 20 Morale 9 XP 40 Enc 1d4**

Gear: *Arcane Plate Mail* + shield. Longsword (1d8). Lance (1d6). *Alchemical Tonic*.

Companions: Charger (DPB), 1d4 squires.

Level 5 Knight (Gallant)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 19 HP 5d8 (22) Saves D10 R11 H10 B13 S13
Att Weapon (+3) **Speed 20 Morale 10 XP 260 Enc 1**

Gear: *Arcane Plate Mail* + shield. Longsword (1d8). *Holy Lance* (1d6+2, +2 Attack). *Prismatic Elixir*.

Companions: Charger (DPB), 1d4 armigers, 2d4 squires.

MAGICIAN

Level 1 Magician (Apprentice)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 10 HP 1d4 (2) Saves D14 R14 H13 B16 S14
Att Weapon (+0) **Speed 40 Morale 7 XP 15 Enc 1d4**

Gear: Staff (1d4).

Spells: *Vapours of Dream*.

Skills: Detect Magic 6.

Companions: Level 1 fighter.

Level 3 Magician (Conjurer)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 10 HP 3d4 (7) Saves D14 R14 H13 B16 S14
Att Weapon (+0) **Speed 40 Morale 8 XP 90 Enc 1d2**

Gear: Staff (1d4). Silver dagger (1d4). Scroll of *Dispel Magic*.

Spells: *Fairy Servant*, *Ioun Shard*, *Phantasm*.

Skills: Detect Magic 5.

Companions: 1d3 apprentices, 1d4 Level 1 fighters.

Level 5 Magician (Wizard)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 10 HP 5d4 (12) Saves D13 R13 H12 B15 S13
Att Weapon (+1) **Speed 40 Morale 9 XP 460 Enc 1**

Gear: *Arcane Staff* (1d4+2, +2 Attack). Silver dagger (1d4). Scrolls of *Knock* and *Fireball*. *Staff of Rainbow Hues* (10 charges).

Spells: *Glyph of Sealing*, *Ingratiate*, *Dweomerlight*, *Flaming Spirit*, *Circle of Invisibility*.

Skills: Detect Magic 5.

Companions: 1d2 conjurers, 1d4 apprentices, 1 Level 3 fighter, 2d4 Level 1 fighters.

THIEF

Thieves encountered in the wilds are often bandits or pirates.

Level 1 Thief (Footpad)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 1 AC 12 HP 1d4 (2) Saves D13 R14 H13 B15 S15
Att Weapon (+0) **Speed 30 Morale 7 XP 15 Enc 3d10**

Gear: Leather armour. Longsword (1d8). 3 daggers (1d4).

Back-stab: +4 Attack with dagger, 3d4 damage.

Skills: Climb Walls 4, Decipher Documents 6, Disarm Traps 6, Legerdemain 6, Listen 6, Pick Locks 5, Search 6, Stealth 5.

Level 3 Thief (Robber)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 3 AC 14 HP 3d4 (7) Saves D12 R13 H12 B14 S14
Att Weapon (+1) **Speed 30 Morale 8 XP 65 Enc 1d6**

Gear: *Fairy Leather Armour*. Longsword (1d8). 3 silver daggers (1d4). *Vanishing Philtre*.

Back-stab: +4 Attack with dagger, 3d4 damage.

Skills: Climb Walls 4, Decipher Documents 6, Disarm Traps 5, Legerdemain 5, Listen 5, Pick Locks 5, Search 5, Stealth 5.

Companions: 1d6 footpads.

Level 5 Thief (Leader)

SIZE/TYPE BY KINDRED—SENTIENT—ANY ALIGNMENT

Level 5 AC 14 HP 5d4 (12) Saves D11 R12 H11 B13 S13
Att Weapon (+2) **Speed 30 Morale 9 XP 360 Enc 1**

Gear: *Fairy Leather Armour*. *Arcane Shortsword* (1d6+2, +2 Attack). 3 silver daggers (1d4). *Liquid Time*. *Orgon's Scintillating Philtre*.

Back-stab: +4 Attack with dagger, 3d4 damage.

Skills: Climb Walls 3, Decipher Documents 5, Disarm Traps 5, Legerdemain 5, Listen 5, Pick Locks 4, Search 5, Stealth 4.

Companions: 1d4 robbers and 2d6 footpads.



Adventuring Parties

Parties of adventurers who may be encountered in the wilds of Dolmenwood.

Adventuring Party Generation Procedure

- Party size:** 1d4+4 characters.
- Party Level:** Most adventuring parties are of low Level (1d3). 1-in-6 parties are of higher Level (1d6+3).
- Kindred and Class:** For each character in the party, roll on the *Adventurer Kindred* and *Adventurer Class by Kindred* tables.
- Character Level:** For each character in the party, roll 1d3 or 1d6+3 to determine their Level.
- Spells:** For each spell-caster in the party, choose or roll their memorised spells.
- Equipment:** Characters have normal adventuring gear. The randomised Class equipment in the *Dolmenwood Player's Book* may be used, if desired.
- Treasure:** The party has the following shared among them: 1d100cp, 1d100sp, 1d100gp, 10% chance of 1d4 gems, 10% chance of 1d4 art objects.
- Magic items:** Each character in the party has a chance of possessing a magic item from each of the following categories (*DCB*): magic armour, magic ring, magic weapon, potion, rod / staff / wand (for spell-casters),

scroll / book (for spell-casters), wondrous item. The chance per category is 5% per Level of the character. Rolled items that cannot be used by the character should be ignored (no re-roll).

- Mounts:** When encountered on a road or in settled areas, there is a 75% chance of the party being mounted, typically on riding horses.
- Alignment:** Roll on the *Alignment* table per character or once for the whole party.
- Names and other details:** Roll on the tables in the *Kindreds* section of the *Dolmenwood Player's Book*, as desired.
- Marching order:** Determine as makes sense given the types of characters in the party.
- Quest:** Optionally, roll on the *Quest* table appropriate to the party's alignment (or the dominant alignment of the characters).

Rolling Adventuring Parties in Advance

As the procedure for generating NPC adventuring parties is fairly involved, the Referee may wish to generate some NPC parties in advance for use in random encounters.

ADVENTURER KINDRED

d12	Kindred	d12	Kindred
1-3	Breggle	6-10	Human
4	Elf	11	Mossling
5	Grimalkin	12	Woodgrue

ALIGNMENT

d6	Alignment
1-2	Lawful
3-4	Neutral
5-6	Chaotic

ADVENTURER CLASS BY KINDRED

Kindred	Bard	Cleric	Enchanter	Fighter	Friar	Hunter	Knight	Magician	Thief
Breggle	1	2	3	4-8	9	10-11	12-15	16-18	19-20
Elf	1-2	-	3-8	9-12	-	13-15	-	16-17	18-20
Grimalkin	1-4	-	5-8	9-10	-	11-14	-	15-16	17-20
Human	1-2	3-5	6	7-10	11-12	13-14	15-16	17-18	19-20
Mossling	1-3	-	4	5-10	-	11-16	-	17	18-20
Woodgrue	1-5	-	6-8	9-10	-	11-14	-	15-16	17-20



QUEST (LAWFUL)

d6 Quest

- 1 Locate a lost shrine and report to the Bishop of Brackenwold (e.g. St Sedge in 0202, St Hamfast in 0309, St Cornice in 1505).
- 2 Secretly carry a holy magic item to a patron (e.g. a *Horn of Blasting*, a *Rod of Greater Healing*, a *Holy Mace*).
- 3 Destroy a powerful undead monster (e.g. the spectres in 0701, the gloam in 0906, the Descendant in 1409).
- 4 Scout the movements of crookhorn troops and report to the duke (e.g. around Fort Vulgar in 0604, the ruined abbey in 0906, Prigwort in 1106).
- 5 Capture a Chaotic NPC and bring them to Castle Brackenwold (e.g. Praephator Lenore in 0111, Captain Snarkscorn in 0803, Shub's Nanna in 0911).
- 6 Locate the lost relics of St Jorrael, rumoured to have been buried in hex 1705 in Mulchgrove. The adventurers do not have a map.

QUEST (NEUTRAL)

d6 Quest

- 1 Search for magical herbs/fungi (e.g. *Grinning Jenny* in 0908, *Horridwort* in 1002, *Purple Nightcap* in 0510).
- 2 Locate a fairy door (e.g. the emerald door in 0602, the moggle door in 0711, the dungle-crack in 1402).
- 3 Loot a fabulous treasure hoard (e.g. the bicorn's hoard in 0510, the Big Chook's hoard in 0606, the wyrm's hoard in 1107).
- 4 Spy on the arcane doings of a wizard, on behalf of another wizard (e.g. Mostlemyre Drouge in 1106, Tamrin Tweede in 1110, Ygraine in 1802).
- 5 Find a means of curing a party member's curse (e.g. by bathing in the Lethean Well in 0209, at the hill in 0805, by visiting the Hag in 0908).
- 6 Secretly carry a magic item to the Drune (e.g. a *Crystal Ball*, a *Mirror of Life Trapping*, a *Ring of Protection*).

QUEST (CHAOTIC)

d6 Quest

- 1 Scout the movements of human troops and report to Atanuwë (e.g. around Fort Vulgar in 0604, Prigwort in 1106, Castle Brackenwold in 1508).
- 2 Rob any weaker looking groups they encounter.
- 3 Assassinate or kidnap a Lawful NPC (e.g. Sir Osric Hazelmire from Fort Vulgar in 0604, Lady Harrowmoor from Harrowmoor Keep in 1105, Abbot Spatulard from the Refuge of St Keye in 1307).
- 4 Secretly carry the remains of a saint to Atanuwë.
- 5 Steal a precious item from an NPC (e.g. the *Rod of the Wyrd* from Nodding Castle in 0210, the magic mirror from Chateau Shantywood in 1110, the *Mornblade* from Ferneddbole House in 1209).
- 6 Sell poisonous substances (e.g. *Angel's Lament*, *Purple Nightcap*) to a paying client. (e.g. Wyrmspittle the herbalist from Prigwort in 1106, Madame Shantywood from Chateau Shantywood in 1110).



Everyday Mortals

Non-adventuring folk one may meet along the road.

Non-adventuring mortals without a Class are classified as *everyday mortals*. The encounter tables in the *DCB* include everyday mortals of the types listed here. All use the stat block listed below.

Everyday Mortal

SMALL/MEDIUM MORTAL—SENTIENT—ANY ALIGNMENT

Level 1 **AC** 10 **HP** 1d4 (2) **Saves** D12 R13 H14 B15 S16
Att Weapon (–1) **Speed** 40 **Morale** 6 **XP** 10

Weapons: Club (d4), dagger (d4), or staff (d4).

Everyday Mortal Basic Details (Optional)

Basic details about an encountered person can be generated by rolling d4, d6, d8, d10, and d12 on the following table (denoting the person's sex, age, dress, a physical feature, and Kindred, respectively). The tables in the appropriate Kindred section of the *Dolmenwood Player's Book* may be used to add further detail.

BASIC DETAILS

#	Sex	Age	Dress	Feature	Kindred
1	Female	Child	Drab	Bald	Breggle
2	Female	Youth	Elaborate	Beautiful	Breggle
3	Male	Adult	Formal	Hairy	Breggle
4	Male	Mature	Messy	Lost limb	Human
5		Old	Pristine	Muscular	Human
6		Decrepit	Scant	Obese	Human
7			Tatty	Scrawny	Human
8			Uniform	Short	Human
9				Tall	Human
10				Ugly	Human
11					Mossling
12					Mossling

ANGLER

Fisherfolk bearing nets, rods, tackle, bait boxes, and buckets. If encountered on water, anglers are afloat on rafts or rowing boats.

Rations: There is a 3-in-6 chance of anglers carrying 2d6 rations of fresh fish, which they may be willing to sell (1gp per ration). See **Fishing** in the *Dolmenwood Campaign Book* to determine the type of fish caught.

CRIER

Flamboyantly dressed officials carrying news to local settlements. Sometimes accompanied by fanfare-blowers.

News: Criers may be used to relay any campaign events or adventure hooks the Referee wishes, or may announce major events such as those in the table below.

Kindred: Usually humans or breggles.

CRIER NEWS

d6 News

- 1 25% taxation of the mercantile and adventuring classes.
- 2 A noble is missing, 2,000gp reward.
- 3 Berryld Ramius to wed the victor of Ramius' tourney.
- 4 Lady Zoemina (duke's daughter) to marry Lord Ramius.
- 5 Strong youths to be trained for impending war.
- 6 Upcoming 2 week religious festival, travel banned.

FORTUNE-TELLER

Minor oracles and seers—some genuine, some deluded, and some charlatans. Wander from settlement to settlement, consulting the fates in return for a small consideration.

Telling fortunes: A fortune-teller may be consulted about a character's plan or quest. The fee is 1d10gp, traditionally paid in silver. The result hints at whether the proposed course of action will end in weal or woe.

FORTUNE-TELLING RESULT

d6 Result

- 1–2 **Weal.** The proposed course of action ends well.
- 3–4 **Woe.** The proposed course of action ends in ruin.
- 5–6 **Truth.** Weal or woe, per the Referee's judgement of the likely outcome of the proposed course of action. Alternatively, the Referee may convey a cryptic message or riddle relating to the situation.

FORTUNE-TELLING METHOD

d12 Method	d12 Method
1 Astrology.	7 Melting wax.
2 Card reading.	8 Oracular vision.
3 Casting bones.	9 Palm reading.
4 Crystal ball.	10 Sparrow entrails.
5 Fire gazing.	11 Spirit board.
6 Ley line dowsing.	12 Tea leaves.

LOST SOUL

Befuddled individuals utterly unaware of their current whereabouts, trying to find their way back home.

LOST SOUL FATE

d6 Fate

- 1 Escaped from the realms of the dead.
- 2 Kidnapped by fairies as a child, recently expelled.
- 3 Lost in the wilds, starving and ragged.
- 4 Slept for 1d100 years, recently awoke.
- 5 Teleported by ley line discharge, now lost.
- 6 Wandered in Fairy for 2d100 years.

LOST SOUL HOME

d10 Home

- 1 **Castle Brackenwold.** Hex 1508.
- 2 **Dreg.** Hex 1110.
- 3 **Drigbolton.** Hex 0702.
- 4 **Fort Vulgar.** Hex 0604.
- 5 **Lankshorn.** Hex 0710.
- 6 **Meagre's Reach.** Hex 1703.
- 7 **Odd.** Hex 1403.
- 8 **Prigwort.** Hex 1106.
- 9 **Woodcutters' Encampment.** Hex 1109.
- 10 **Servant at:** 1. Bogwitt Manor (hex 1210), 2. Hall of Sleep (hex 1304), 3. Harrowmoor Keep (hex 1105), 4. Nodding Castle (hex 0210).

MERCHANT

Organised traders who travel between settlements in well-armed convoys, buying and selling trade goods.

Wagons: 1 wagon per merchant encountered.

Wealth: Roll 1d6 to determine the wealth carried by each wagon. The listed gp value of wealth may be in the form of coinage or valuable trade goods (e.g. minerals, silks, spices, furs, etc.).

Guards: The number of convoy guards is determined by the wealth roll and the number of wagons. Use fighter stats for guards (*p105*).

Kindred: Usually humans or breggles.

MERCHANT WEALTH AND GUARDS

d6	Wealth (per Wagon)	Guards
1	1d100gp	2 soldiers per wagon
2	1d100 × 2gp	3 soldiers per wagon
3	1d100 × 3gp, 1 gem	4 soldiers per wagon, 1 lieutenant per 5 wagons
4	1d100 × 4gp, 1d3 gems	5 soldiers per wagon, 2 lieutenants per 5 wagons
5	1d100 × 5gp, 1d4 gems, 1 art object	6 soldiers per wagon, 2 lieutenants per 4 wagons, 1 captain
6	1d100 × 6gp, 2d4 gems, 1d4 art objects	7 soldiers per wagon, 2 lieutenants per 3 wagons, 1 captain

PEDLAR

Roving vendors of all manner of items, both quotidian and singular. Roll on the tables for mundane or herbal trade goods (*DCB*).

PILGRIM

Zealous adherents of the Pluristine Church heading to a site of religious significance. 2-in-6 chance of being flagellants.

Kindred: Usually humans, sometimes breggles.

PILGRIM DESTINATIONS

d6 Destination

- 1 Church of St Pastery (Lankshorn).
- 2 Church of St Waylaine (Prigwort).
- 3 Lost shrine (in the correct location).
- 4 Lost shrine (in an incorrect location).
- 5 The Cathedral of St Signis (Castle Brackenwold).
- 6 Three Martyrs Minster (High-Hankle).

Lost shrines: Pilgrims are heading to the rumoured location of a randomly selected shrine. See *Shrines*—*DCB*.



PRIEST

Non-adventuring clergy of the Pluristine Church travelling from one settlement to another.

Kindred: Usually humans, occasionally breggles.

PRIEST FUNCTIONS

d12	Function	d12	Function
1	Administrator.	7	Lichward.
2	Alms collector.	8	Mendicant.
3	Cantor.	9	Preacher.
4	Confessor.	10	Scholar.
5	Evangelist.	11	Scribe.
6	Herbalist.	12	Tithe collector.

VILLAGER

Common folk going about their day-to-day business, seldom venturing far from their home. Resident in either the nearest settlement or a hamlet too small to be marked on the campaign map.

VILLAGER ACTIVITIES

d12	Activity	d12	Activity
1	Calling for a lost child.	7	Hanging corn dollies.
2	Chasing errant swine.	8	Hunting fowl.
3	Collecting eggs.	9	Masked capering.
4	Cutting wood.	10	Praying to a saint.
5	Fetching water.	11	Trysting.
6	Foraging.	12	Whittling.

Animals

Mundane animals and their giant cousins commonly encountered in the Wood.

M myriad animals of many different kinds—from the mundane to the gigantic to the magical—roam Dolmenwood. Those of extraordinary or magical nature are described in full in *Part Two: Bestiary, p11*. Mundane animals—including gigantic versions of normal animals—are described briefly here.

ANT, GIANT

Giant (6' long), omnivorous, black ants. Rapaciously consume everything in their path. Known to mine veins of crystal beneath ley lines.

MEDIUM BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 AC 16 HP 4d8 (18) Saves D10 R11 H12 B13 S14
Att Bite (+3, 2d6) **Speed** 60 **Morale** 7 (12 in melee)
XP 80 **Enc** 3d4 **Hoard** Gold or crystals (see below)

Morale: Attack relentlessly, once engaged in melee (Morale 12). Pursue even through flames.

Hoard: 30% chance of 1d10 × 1,000gp worth of gold nuggets or crystals, mined by the ants.

BAT, GIANT

Black-furred, carnivorous bats with a 4' wingspan. May attack adventurers if hungry.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d4) **Speed** 10 **Fly** 60 **Morale** 8 **XP** 20
Enc 1d10

Echolocation: Navigate by sound, rather than vision. Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.

BAT, VAMPIRE

Black-furred, red-eyed, bats with a 5' wingspan, crooked fangs, and an insatiable appetite for blood. Bred by the Nag-Lord; roost in the twisted woods around its demesne.

SMALL ANIMAL—SEMI-INTELLIGENT—CHAOTIC

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d4 + unconsciousness) **Speed** 10 **Fly** 60
Morale 8 **XP** 50 **Enc** 1d10

Echolocation: Navigate by sound, rather than vision. Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.

Unconsciousness: The victim must **Save Versus Hold** or fall unconscious for 1d10 Rounds.

Blood drain: A vampire bat may drain blood from an unconscious victim: 1d4 automatic damage per Round. A victim killed by blood drain must **Save Versus Doom** or become a ghoul after 24 hours.

BEAR

6' tall, gentle-natured, brown-furred bears that shamble around snuffling for berries and roots. Adults protect their young with their lives, but otherwise only attack if cornered. Sometimes raid camps for food (especially fish and sweet treats).

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 AC 13 HP 4d8 (18) Saves D10 R11 H12 B13 S14
Att 2 claws (+3, 1d3 + bear hug) and bite (+3, 1d6) **Speed** 40
Morale 7 **XP** 130 **Enc** 1d4

Bear hug: If a victim is hit by both claw attacks in the same Round, the bear hugs for an extra 2d8 automatic damage.



BOAR

Omnivorous wild boars that dwell throughout Dolmenwood. Irrascible and dangerous, if disturbed.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 12 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Tusk (+2, 2d4) **Speed** 50 **Morale** 9 **XP** 40 **Enc** 1d6

BURROWING BEETLE, GIANT

3' long beetles with great horns and mandibles used for burrowing. Subsist on fungi, roots, and carrion. Non-aggressive unless provoked. Live in networks of burrows, sometimes intersecting with the tunnels of scabies, who occasionally use these beetles as beasts of burden.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 15 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 2d4) or oil spray (+1, blistering, 10' range)
Speed 40 **Burrow** 20 **Morale** 8 **XP** 35 **Enc** 2d4

Oil spray (thrice a day): A hit causes painful blistering: –2 Attack for 24 hours. *Lesser Healing* can be used to cure this, instead of restoring Hit Points.

CARRION WORM

Rapacious, 9' long, corpse-white worms, covered in sticky slime. Have a ring of writhing tentacles around their lamprey-like mouths. Dwell underground and in dank, dark woodlands and swamps.

LARGE BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 12 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att 2 tentacles (+2, paralysis) **Speed** 40 **Morale** 9
XP 65 **Enc** 1d3 **Hoard** C4 + R4 + M1

Paralysis: Save Versus Hold or be paralysed for 2d4 Turns (aware but unable to move or act). Devour paralysed victims if left in peace.

Cling: Slither up vertical surfaces (cliffs, tree trunks, walls) and along ceilings.

CATFISH, GIANT

15' long, pale white catfish with four spiked barbels beside their mouths. Spawn in Lake Longmere, but sometimes venture into other lakes and rivers of Dolmenwood. Attack swimming creatures.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 8 AC 15 HP 8d8 (36) Saves D8 R9 H10 B11 S12
Att Bite (+7, 2d8) and 4 barbels (+7, 1d4) **Swim** 30
Morale 8 **XP** 1,040 **Enc** 1d2

Mutations: Many giant catfish are tainted by the Nag-Lord's influence in Longmere—mutations such as unicorn-like horns, multiple eyes, and writhing tentacles are common.

CAVE SALAMANDER

5' long, carnivorous, subterranean amphibians that occasionally emerge aboveground at night. Dark blue skin with orange spots. Aggressive but easily spooked.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 14 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Bite (+2, 1d8) **Speed** 40 **Morale** 6 **XP** 40 **Enc** 1d6

Cling: Climb walls and ceilings to drop on victims.

CENTIPEDE, GIANT

1' long centipedes that lurk in rotting trees, caverns, and other dark, damp locations. Aggressive and carnivorous.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 10 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1 + poison) **Speed** 20 **Morale** 7 **XP** 15
Enc 1d8

Poison: Save Versus Doom or become sick for 1d10 days: –2 to Attack Rolls and Saving Throws, Speed reduced by half.

CRAB, GIANT

Rapacious, 4' tall crustaceans birthed in the weird waters of Lake Longmere. Lurk in the shallows and creep along beaches. Ravenously attack any moving creature.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 17 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att 2 pincers (+2, 2d6) **Speed** 20 **Swim** 20 **Morale** 7
XP 40 **Enc** 1d6

EARTHWORM, GIANT

Gigantic (30' long), greyish-pink worms with gaping, toothless maws. Burrow deep in the earth beneath Dolmenwood, devouring anything in their path.

LARGE BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 7 AC 13 HP 7d8 (31) Saves D8 R9 H10 B11 S12
Att Bite (+6, 1d4 + swallow) **Speed** 20 **Burrow** 20
Morale 8 **XP** 780 **Enc** 1d3

Swallow: On a bite Attack Roll of natural 19 or 20, a Small or Medium target is swallowed. Inside the worm's belly, the victim suffer 1d8 damage per Round (until the worm dies). Swallowed victims may attack the worm with sharp weapons at a –4 Attack penalty. If a swallowed victim dies, their body is fully digested 6 Turns after death.

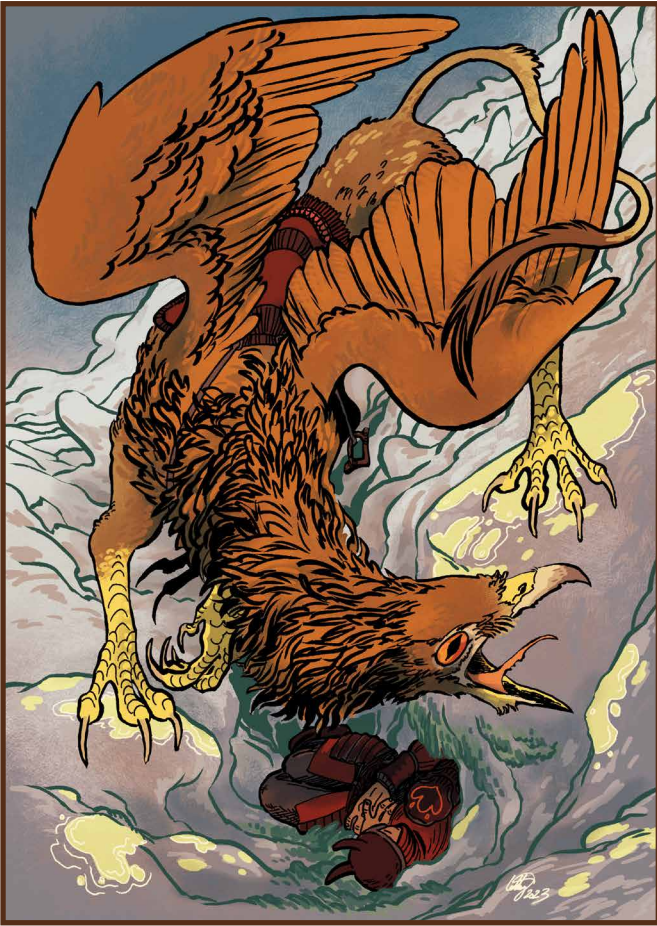
FALSE UNICORN

White-furred deer with a single horn in the centre of the forehead. Females have a short, straight horn, and males a single, branched antler. From a distance these animals (especially the females) may be mistaken for unicorns. Gamy and reasonably tasty flesh. Timid and skittish.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 12 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Horn (+1, 1d4) **Speed** 80 **Morale** 6 **XP** 20 **Enc** 3d4

Stench: Close up (within 60'), the stench of their habitual flatulence is highly distinctive.



FIRE BEETLE, GIANT

2–3' long beetles with a trio of glowing glands on their iridescent carapace (one above each eye and one on the abdomen). Lurk in caverns and gloomy glades, browsing on fungi and mosses. Peaceful except when defending their nest.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 15 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d4) **Speed** 40 **Morale** 7 **XP** 10 **Enc** 2d6

Glowing nodules: Cast light in a 10' radius. If removed, the nodules keep glowing for 1d6 days.

FLY, GIANT

3' long bluebottles that subsist on carrion and offal. May also attack bloodied characters. Make an infuriating, droning buzzing when in flight.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 13 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Bite (+2, 1d8) **Speed** 30 **Fly** 60 **Morale** 8 **XP** 40
Enc 2d6

Leap: After attacking, a giant fly can leap away from its victim—up to 30'. This is in addition to any movement the fly might have made in the movement initiative phase this Round.

FROG, GIANT

2' long, mutant frogs with vicious talons and teeth. Highly aggressive, voraciously carnivorous (even eating their own kind). Dwell underground and in the forlorn swamps of Hag's Addle and Fever Marsh.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 12 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Talon (+1, 1d2) and bite (+1, 1d4+1) **Speed** 20 **Swim** 40
Morale 9 **XP** 20 **Enc** 3d6

GELATINOUS APE

Hairless, brightly coloured, transparent apes (3' tall) that creep through the trees and undergrowth. Gelatinous apes are gentle-natured and show great kindness to lost travelers. Their jelly-like flesh is sweet and chewy.

SMALL ANIMAL—SEMI-INTELLIGENT—LAWFUL

Level 2 AC 11 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Thrown branch (+1, 1d4) **Speed** 50 **Morale** 7
XP 20 **Enc** 1d12

GOBBLE

Fluffy, purple, arboreal primates about the size of a baby, with huge, adorable eyes. Sleep in high branches during the day, creep down to forage for grubs at night. Shy and timid.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 13 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d3) **Speed** 40 **Morale** 6 **XP** 10 **Enc** 3d6

Babbling: Each individual knows a single word of Woldish, which it babbles incessantly when encountered.

GRIFFON

Large, rapacious predators with the body of a lion and the head, wings, and claws of an eagle. Prey on horses and those who ride them.

LARGE ANIMAL—SEMI-INTELLIGENT—NEUTRAL

Level 7 AC 14 HP 7d8 (31) Saves D8 R9 H10 B11 S12
Att 2 claws (+6, 1d4) and bite (+6, 2d8) **Speed** 40 **Fly** 120
Morale 8 **XP** 480 **Enc** 2d8 **Hoard** C5 + R2 + M8

Taming: If reared from hatchlings, griffons can be trained as fiercely loyal mounts. Their instinct to attack horses cannot be trained out, however: only if they pass a Morale Check can they be commanded to not attack.

HAWK

Small birds of prey, sometimes trained as guards or hunting animals. Only attack humanoids if they appear defenceless.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 11 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Talon (+0, 1d2) **Fly** 160 **Morale** 7 **XP** 15 **Enc** 1d6

Swoop: Dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage.



HAWK, GIANT

Gigantic, 12' wingspan birds of prey that nest in great trees and isolated hills. Prey on humans and other sentients.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 6 AC 15 HP 6d8 (27) Saves D9 R10 H11 B12 S13
Att 2 talons (+5, 1d4+1) and bite (+5, 2d6) **Speed 20 Fly 160**
Morale 8 (12 in lair) **XP 520 Enc 1d6 Hoard** C8 + R9 + M2

Swoop: Dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an Attack Roll of 18 or more, a Small or Medium victim can be carried away.

Eggs: 50% of nests contain 1d6 eggs or chicks.

Trainable: Can be trained, if captured when young.

HEADHOG

Black-spined, flea-ridden hedgehogs with long, pink tongues that they use to catch insects. Creep out of the undergrowth to sleep on the heads of campers, infesting them with fleas, and licking their ear holes with their probing tongues. Flee when discovered.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d2) **Speed 30 Morale 6 XP 10 Enc 2d6**

HONEY BADGER

Squat, white-furred badgers that are slick with a honey-like substance oozing from their pores. Honey badgers are nocturnal omnivores known for their curiosity and ravenous hunger. Their flesh is grossly fatty, but their slime is delectable.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 11 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att 2 claws (+0, 1d3) and bite (+0, 1d3) **Speed 30**
Morale 8 XP 10 Enc 1d4

INSECT SWARM

Seething swarms of many tiny bugs that fill a 10' radius area. May be encountered protecting their nest or may be drawn to light or unusual smells.

MEDIUM BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 12 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Swarm (+2, 2 or 4) **Speed 10 Fly 20 Morale 11**
XP 90 Enc 1d3

Type and locomotion: A swarm may be composed of creeping bugs (e.g. spiders, ants, centipedes) or flying bugs (e.g. flies, hornets). Some swarms are capable of both types of movement (e.g. beetles, locusts).

Immunities: Only harmed by fire or magical cold.

Smoke: Drives off a swarm.

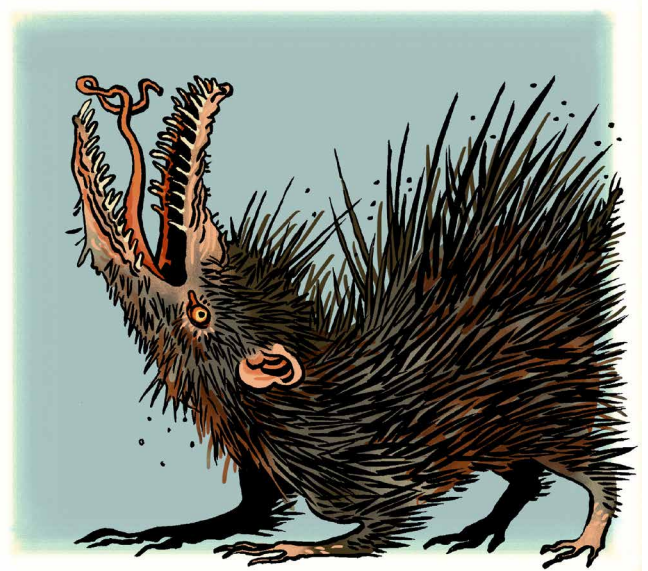
Swarm attack: Automatically damages characters within swarm area: 2 HP if wearing armour, 4 HP without.

Warding off: Characters who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.

Escaping: On exiting the swarm, characters continue to suffer half damage until 3 Rounds are spent swatting any attached insects.

Diving into water: Characters suffer damage for 1 Round, before any attached insects drown.

Pursuit: An enraged or damaged swarm pursues characters until they are out of sight or inaccessible.



KILLER BEE

Giant (1' long) bees of aggressive temperament. Build hives underground or delved into cliffs. Usually attack on sight. Always attack intruders within 30' of their hive.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Sting (+0, 1d3 + poison) **Fly** 50 **Morale** 9 **XP** 20
Enc 2d6 **Hoard** Magical honey

Die after attacking: On a successful sting attack, a killer bee dies. Its stinger becomes lodged in the victim.

Poison: **Save Versus Doom** or die in 1d4 Rounds.

Lodged stinger: Inflicts 1 damage per Round, as the stinger works its way in. A Round can be spent to remove it.

Queen: A queen with 2d8 HP lives in the hive. The queen does not die when she stings.

Honey: 2d3 pints of magical honey may be found in the hive. Each pint heals 1d4 Hit Points if consumed.

LEECH, GIANT

Ancient leeches, 3–4' long, that have drained the blood of hundreds of animals, growing ever fatter and more voracious as they age.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 6 AC 12 HP 6d8 (27) Saves D9 R10 H11 B12 S13
Att Bite (+5, 1d6 + blood drain) **Speed** 30 **Morale** 10
XP 520 **Enc** 1d4

Blood drain: Attaches to victim on a successful attack, doing 1d6 automatic damage per Round.

Detaching: A leech can only be detached if killed.

If the victim dies: The leech detaches and finds a hidden place to digest its meal.

LURKEY

Ungainly ground birds with stiff, black feathers, egg-yolk orange beaks, and outrageous, wobbly, pink wattles about their naked heads and necks. Lurkeys are easy prey, if cornered, but make up for this with cunning.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d2) **Speed** 40 **Morale** 7 **XP** 10 **Enc** 2d4

Scattering: If in danger, each lurkey runs in a different direction, making chasing the group difficult.

MERRIMAN

Miniature, golden swine with unsightly, curly tusks and long, twisty tails. They scuttle through bracken-patches, snuffling up mushrooms and moss. Flee at the first sign of danger. When bedding down for the night, merriman families sing haunting, surprisingly human-like songs.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Tusk (+0, 1d4) **Speed** 40 **Morale** 7 **XP** 10 **Enc** 1d6



MOSS MOLE

Surface-dwelling moles as large as cats, with mottled green/brown fur and yellowish paws. Moss moles build their burrows in mounds of leaf mould or (as their name suggests) moss banks. They are placid and easily startled, letting out a girlish shriek when disturbed.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 10 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d2) **Speed** 20 **Morale** 6 **XP** 10 **Enc** 1d6

OOZE SALAMANDER

Gigantic (12' long), two-headed salamanders that dwell exclusively underground, hunting for living prey. Slaver-ing maws, pupilless, globular eyes, and near transparent flesh. Their sluggish vascular and digestive systems can be seen in torchlight. Leave a trail of sticky ooze.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 6 AC 15 HP 6d8 (27) Saves D9 R10 H11 B12 S13
Att 2 bites (+5, 1d8) **Speed** 20 **Morale** 9 **XP** 320 **Enc** 1d3

Surprise: When the salamander is motionless in the dark, opposing side has a 3-in-6 chance of being surprised.

OWLBEAR

8' tall, ill-tempered, carnivorous bear-like creature with the face of an owl. Nest in caves and hollow trees.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 5 AC 14 HP 5d8 (22) Saves D10 R11 H12 B13 S14
Att 2 claws (+4, 1d8 + bear hug) and bite (+4, 1d8) **Speed** 40
Morale 9 **XP** 260 **Enc** 1d4 **Hoard** C3 + R3 + M3

Bear hug: If a victim is hit by both claw attacks in the same Round, the owlbear hugs for an extra 2d8 automatic damage.

PIKE, GIANT

Predatory fish 9–14' long. Attack anything nearby when hungry. Spawn in the deeps of the Groaning Loch, but sometimes swim in other lakes and rivers.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 AC 15 HP 4d8 (18) Saves D10 R11 H12 B13 S14
Att Bite (+3, 4d4) **Swim** 120 **Morale** 8 **XP** 80 **Enc** 1d4

PUGGLE

Little, silver-furred, flat-faced dogs with bulging eyes and lolling tongues. Puggles live in vivacious communities, burrowing tunnels and chambers in sandbanks or in the flesh of gargantuan mushrooms. Vigorously defend their lairs. They are fungivores. Their flesh tastes of garlic-fried mushrooms.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d4) **Speed** 50 **Morale** 9 **XP** 10 **Enc** 2d4

PURPLE WORM

Gigantic (100' long, 8–10' thick), slimy worms with a great, voracious maw and a poisonous tail stinger. Bore tunnels through the earth and come to the surface to indiscriminately devour living creatures.

LARGE BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 15 AC 13 HP 15d8 (67) Saves D3 R4 H5 B6 S7
Att Bite (+10, 2d8 + swallow) and sting (+10, 1d8 + poison)
Speed 20 **Morale** 10 **XP** 3,900 **Enc** 1d2

Swallow: On a bite Attack Roll of natural 18–20, a Small or Medium target is swallowed. Inside the worm's belly, the victim suffers 3d6 damage per Round (until the worm dies). Swallowed victims may attack the worm with sharp weapons at a –4 Attack penalty. If a swallowed victim dies, their body is fully digested 6 Turns after death.

Poison: Save Versus Doom or die.

In restricted spaces: A purple worm may not always be able to bite and sting at once.

RAPACIOUS BEETLE, GIANT

Carnivorous, 4' long, striped beetles with powerful, crushing mandibles. Hunt other giant insects, but sometimes attack humanoids and livestock.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 16 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Bite (+2, 2d6) **Speed** 50 **Morale** 9 **XP** 40 **Enc** 2d4

RAT, GIANT

3' long, disease-ridden rodents with black or grey fur. Eat anything. Make their burrows beneath ruins, burial mounds, and graveyards. Avoid contact with humanoids, but may attack if defending their nest.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d4 (2) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d3 + disease) **Speed** 40 **Swim** 20
Morale 8 **XP** 10 **Enc** 3d6

Disease: 1-in-20 giant rats carries a disease. **Save Versus Doom** or become sick for 1d10 days: Speed reduced by half, suffer 1d3 damage each day.

RED DEER

Elegant, red-furred deer with dappled flanks. Wander Dolmenwood gently browsing on moss and ferns. Timid and skittish.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 3 AC 12 HP 3d8 (13) Saves D11 R12 H13 B14 S15
Att Antlers (+2, 1d6) or stampede (+2, 1d20) **Speed** 80
Morale 5 **XP** 65 **Enc** 3d10

Stampede: Herds of 20 or more can trample Medium or Small creatures in their path. 3-in-4 chance each Round.

Females: $\frac{3}{4}$ of deer are females without an antlers attack.

SHAGGY MAMMOTH

Shaggy, green-furred mammoths with spiralling tusks. Roam at twilight, foraging for night-fruits. Often sleep in the day. Peaceful but dangerous if enraged.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 12 AC 16 HP 12d8 (54) Saves D5 R6 H7 B8 S9
Att 2 tusks (+9, 2d6) or trample (+9, 4d8) **Speed** 40
Morale 8 **XP** 2,100 **Enc** 2d8 **Possessions** Ivory

Trample: 3-in-4 chance of trampling Medium or Small creatures each Round.

Ivory: Each tusk is worth 2d4 × 100gp.



SLUG, GIANT

Gargantuan (30' long) grey slugs with rasp-like tongues and acidic spit. Voracious predators that dwell underground, occasionally surfacing to hunt in Mulchgrove.

LARGE BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 12 **AC** 11 **HP** 12d8 (54) **Saves** D5 R6 H7 B8 S9
Att Bite (+9, 1d12) or acid spit (4d6, range 60') **Speed** 20
Morale 10 **XP** 2,100 **Enc** 1

Immunities: Unharmed by blunt weapons (e.g. clubs, maces, slings), except magical blunt weapons.

Acid spit: Targets a single victim, who may **Save Versus Blast** for half damage.

Squeeze: Can squeeze through small holes.

Break down doors: Can easily smash through doors.

SNAKE—ADDER

4' long snakes with grey/green scales that lurk in the undergrowth throughout Dolmenwood. Only attack if surprised or cornered.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 **AC** 13 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16
Att Bite (+0, 1d3 + poison) **Speed** 30 **Morale** 7 **XP** 15
Enc 1d8

Poison: **Save Versus Doom** or suffer 1 damage per Round for the next 1d6 Rounds.

SNAKE—GIANT PYTHON

20' long snakes with spiralling brown and yellow patterns on their scales. Emerge from unknown crevices during the unseason Chame (see *Seasons and Unseasons*, DCB).

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 5 **AC** 13 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14
Att Bite (+4, 1d4 + constriction) **Speed** 30 **Morale** 8
XP 260 **Enc** 1d3

Constriction: When a bite attack is successful, the python wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage on each subsequent Round.

SPINNING SPIDER, GIANT

6' long, black spiders with a dull but wicked cunning. Fill the wild places of Dolmenwood with their pernicious webs.

MEDIUM BUG—SEMI-INTELLIGENT—CHAOTIC

Level 3 **AC** 13 **HP** 3d8 (13) **Saves** D11 R12 H13 B14 S15
Att Bite (+2, 1d6 + poison) or web (+2, entangle, range 20')
Speed 20 **Webs** 40 **Morale** 8 **XP** 90 **Enc** 1d3

Poison: **Save Versus Doom** or die in 1 Turn.

Webs: A victim hit by a web attack must **Save Versus Hold** or become entangled in the sticky strands: -2 Attack and Save penalty, unable to move.

Breaking free: An entangled victim who forgoes other actions may make a **Strength Check** each Round to escape.

Burning webs: Webs can be destroyed by fire in 1 Round. All creatures in a flaming web suffer 1d6 damage.

STIRGE

Feathered, bird-like creatures with long, sharp beaks. Bred by the Nag-Lord and released in great swarms into Dolmenwood, where they have taken root. Voraciously attack any warm-blooded creatures they encounter.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 **AC** 12 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16
Att Beak (+0, 1d3 + blood drain) **Speed** 10 **Fly** 60
Morale 9 **XP** 15 **Enc** 2d6

Dive attack: +2 Attack bonus in first Round.

Blood drain: Attaches to victim on a successful attack, doing 1d3 automatic damage per Round.

Detaching: Once latched onto a victim, a stirge will not let go until the victim is dead. Attacks against a latched on stirge suffer a -4 penalty, with a natural 1 Attack Roll hitting the victim instead, inflicting normal damage.

If the victim dies: The stirge detaches and flies away.

SWAMP SLOTH

Found primarily in the boggy regions of Dolmenwood, these lazy, infant-sized mammals creep through the tree-tops gathering succulent fruits and flowers. Their fur is brown, but they appear green, due to the profusion of moss and lichen that grows on them. In winter, they hibernate in tree boles. Attack only in defence.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 **AC** 10 **HP** 1d8 (4) **Saves** D12 R13 H14 B15 S16
Att Claw (+0, 1d3) **Speed** 10 **Morale** 6 **XP** 10 **Enc** 1d6

SWAMP SPIDER, GIANT

Mottled brown/grey spiders with small, orb-like bodies suspended on spindly, 8' long, multi-jointed legs. Wicked, venom-dripping jaws sit below a cluster of beady eyes. Hunt in swamps, caverns, and desolate places.

LARGE BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 5 **AC** 15 **HP** 5d8 (22) **Saves** D10 R11 H12 B13 S14
Att Bite (+4, 2d6 + poison) **Speed** 40 **Morale** 8 **XP** 260
Enc 1d3

Poison: **Save Versus Doom** or suffer 1d6 damage for the next 5 Rounds.

TOAD, GIANT

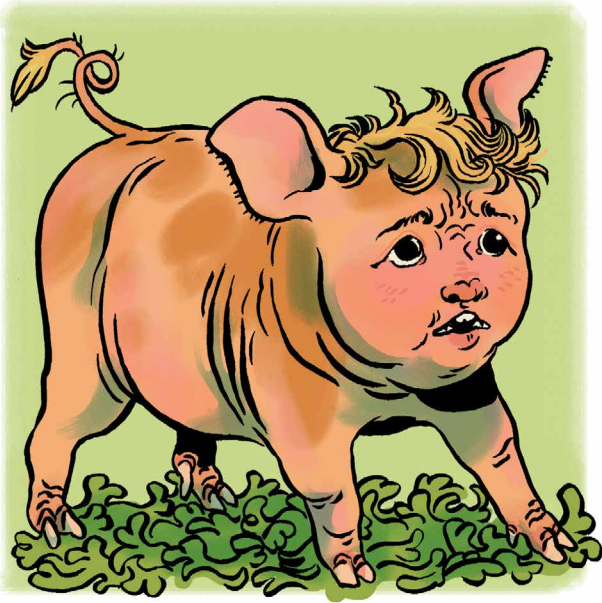
Warty amphibians with long, sticky tongues. Grown to gigantic proportions—as large as a great hound—by bathing in ley-infused pools. Prone to attack any creature that comes within range of their tongue (15').

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 **AC** 12 **HP** 2d8 (9) **Saves** D12 R13 H14 B15 S16
Att Tongue (+1, grab, range 15') or bite (+1, 1d4+1) **Speed** 30
Morale 6 **XP** 35 **Enc** 1d4

Surprise: In forests or dark dungeons, opposing side has a 3-in-6 chance of being surprised, due to giant toads' ability to change colour to match their surrounding.

Grab: A Small victim hit by the sticky tongue is dragged to the toad's mouth and is bitten for 1d4+1 damage.



TROTTELING

Naked, miniature pigs with pinkish brown skin and the faces of petulant toddlers. Trottelings rummage through undergrowth, foraging for carrion whilst making sounds like bickering crows. Belligerent if provoked. Flesh is delectable when roasted, though incredibly greasy.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 12 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Tusk (+0, 1d4) **Speed** 40 **Morale** 8 **XP** 10 **Enc** 2d6

WATER TERMITE, GIANT

Giant (2'–3' long), wood-eating, aquatic insects which latch onto the underside of passing boats and gobble the wood. Only attack creatures if cornered.

SMALL BUG—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 13 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d4) or spray (irritant, range 20') **Speed** 40
Morale 8 **XP** 35 **Enc** 1d3

Irritant spray (once a Turn): Can spray one target above the water. The victim must **Save Versus Blast** or suffer a –2 penalty to Attack Rolls and Saving Throws for 1 Turn.

Eat ships: Cling to bottom of vessel. Each termite inflicts 1 damage per Round, before dropping off.

Noticing ship damage: Crew have a 50% chance per Round of spotting leaks.

WEASEL, GIANT

8' to 9' long, vicious, predatory mammals with rich fur of brown, gold, or white. Dwell in subterranean tunnels wherever giant rats are found.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 AC 12 HP 4d8 (18) Saves D10 R11 H12 B13 S14
Att Bite (+3, 2d4) **Speed** 50 **Morale** 8 **XP** 80 **Enc** 1d6

Wounded prey: Relentlessly follow wounded prey, tracking by scent.

WOAD

Great, warty toads as big as a cat, yellowish white in colour, with tongues of shocking scarlet. Only attack if cornered. Dry but palatable flesh. Great care must be taken to remove the delicate bladder, so that it does not burst and ruin the meat.

SMALL ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 1 AC 11 HP 1d8 (4) Saves D12 R13 H14 B15 S16
Att Bite (+0, 1d4) or urine spray (+0, stench, range 10')
Speed 30 **Morale** 7 **XP** 15 **Enc** 3d6

Urine spray: Woads defend themselves with a repulsive urine spray. The target is treated as AC 10. If the spray attack hits, the victim is covered in sticky, stinking urine and must **Save Versus Doom** or be unable to act for 1 Turn. Until the urine is washed off, others who come within 5' must also **Save Versus Doom** or be nauseated (–1 Attack penalty) for 1 Turn.

WOLF

Dwell in wild woods and caves. Usually hunt game animals such as deer. Only attack sentients when extremely hungry.

MEDIUM ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 2 AC 12 HP 2d8 (9) Saves D12 R13 H14 B15 S16
Att Bite (+1, 1d6) **Speed** 60 **Morale** 6 (8 in larger packs)
XP 20 **Enc** 3d6

Training: At the Referee's discretion, captured cubs may be trained like dogs. Wolves are difficult to train.

Strength in numbers: Packs of 6 or more wolves have Morale 8.

WOLF, DIRE

Large, savage, semi-intelligent wolves, attracted to the evil of the Nagwood. Relish devouring sentients.

MEDIUM ANIMAL—SEMI-INTELLIGENT—CHAOTIC

Level 4 AC 13 HP 4d8 (18) Saves D10 R11 H12 B13 S14
Att Bite (+3, 2d4) **Speed** 50 **Morale** 8 **XP** 80 **Enc** 2d4

Training: At the Referee's discretion, captured cubs may be trained like dogs. Dire wolves are ferocious and extremely difficult to train.

YEGRIL

Gigantic, fluffy moose with luxuriant, purple fur, moon-yellow eyes, and sensitive, five-toed paws. Their fuzzy, orange antlers are long and droopy, only becoming erect during the mating season. Yegrils are gentle creatures that mewl plaintively as they rise up on their hind legs to strip moss from high branches. Flee if attacked.

LARGE ANIMAL—ANIMAL INTELLIGENCE—NEUTRAL

Level 4 AC 11 HP 4d8 (18) Saves D10 R11 H12 B13 S14
Att 2 hooves (+3, 1d6) **Speed** 40 **Morale** 6 **XP** 80 **Enc** 3d8

Monster Rumours

Folklore and idle speculation about the nature of Dolmenwood's creatures.

Rumours pertaining to creatures in *Part Two: Bestiary* are listed here. The Referee may wish to relate such rumours when characters spend time in an inn or tavern. Characters may also learn rumours by inquiring about the folklore surrounding specific creatures. More detailed and reliable information about creatures may generally only be gained through direct encounters or by consulting a sage.

Playable Kindreds

Rumours about the playable Kindreds presented in the *DPB* (breggles, elves, grimalkins, humans, mosslings, and woodgrues) are not included here. The information provided about these Kindreds in the *DPB* is common knowledge to most natives of Dolmenwood.



Antler Wraith

1. Cannot be harmed by mortal blade. **True.**
2. Guard hoards buried beneath standing stones. **True.**
3. Cannot harm a pure-hearted virgin. **False.**
4. Spirits of Drunes who betrayed their sect. **False.**

Banshee

1. Vengeful ghosts of frost elf women. **True.**
2. Horrible wail kills all who hear it. **True.**
3. Will not harm those who gift flowers. **False.**
4. Destroyed by sunlight. **False.**

Barrowbogy

1. Love pies of all kinds. **True.**
2. Curse households with sickness. **True.**
3. Brew potions of vanishing in their head-pots. **False.**
4. Guard tunnels to the realm of the Goblin King. **False.**

Basilisk

1. Meeting its gaze turns flesh to stone. **True.**
2. Capable of biting through solid rock. **True.**
3. Breathes out a poisonous gas. **False.**
4. Deathly afraid of weasels. **False.**

Black Tentacles

1. Drag victims to their death underwater. **True.**
2. Utterly mindless; attack relentlessly. **True.**
3. Skin can be used to craft tough leather armour. **False.**
4. Drag victims to the Hag's supper pot. **False.**

Boggin

1. Use captives to mine ores from lake-beds. **True.**
2. Dissolve into sludge when killed. **True.**
3. Can only be harmed by blessed weapons. **False.**
4. Gibbering inflicts disquieting nightmares. **False.**

Bog Salamander

1. Glowing eyes can entrance those who come near. **True.**
2. Hunt anything warm-blooded. **True.**
3. Regenerate damage at a frightening rate. **False.**
4. Brains have magical powers of healing. **False.**

Bog Corpse

1. Raised from the bog by evil marsh-fires. **True.**
2. Explode in flames when killed. **True.**
3. Warriors slain in the war against the Cold Prince. **False.**
4. Fangs drip venomous bile. **False.**

Brainconk

1. Feed on human brains. **True.**
2. Hide in trees, disguised as normal bracket fungi. **True.**
3. Placated by gentle flute music. **False.**
4. Lurk in leaf litter, waiting to pounce. **False.**

Brambling

1. Animated by magic to guard Drune sites. **True.**
2. Bear secret magical runes at their heart. **True.**
3. Each is bound to the spirit of its Drune creator. **False.**
4. Manifestations of the Wood, ward against Chaos. **False.**

Centaur—Bestial

1. Hateful of beautiful music. **True.**
2. Bear wicked magic items gifted by the Nag-Lord. **True.**
3. Exiled from Fairy for murder and cannibalism. **False.**
4. May impart deep wisdom, if gifted with gold. **False.**

Centaur—Sylvan

1. Capture and roast any mortals they encounter. **True.**
2. May impart deep wisdom, when at peace. **True.**
3. Friendly to mortals, if gifted with fine food. **False.**
4. Spies of the Cold Prince. **False.**

Cobbin

1. Originate in the Valley of Wise Beasts. **True.**
2. Worship the Nag-Lord. **True.**
3. Enchant mortals with their cheerful songs. **False.**
4. Refuse to touch silver. **False.**

Cockatrice

1. Petrifies victims with a single touch. **True.**
2. Shatters and gobbles up stone. **True.**
3. Dies if it sees its own reflection. **False.**
4. Cross-breed of chicken and snake. **False.**

Crookhorn

1. Marauding foot soldiers of the Nag-Lord. **True.**
2. Infect others with nasty diseases and parasites. **True.**
3. Terrified of fairies. **False.**
4. Can invoke the wicked magic of their evil gods. **False.**

Crystaloid

1. Emit blinding flashes of light. **True.**
2. Cultivate rare ores and minerals. **True.**
3. Puppeteered by a singular hive mind. **False.**
4. Filled with precious gems. **False.**

Deorling—Doe

1. Brew magical healing balms from tree sap. **True.**
2. Praise ancient deer gods that lurk in the Wood. **True.**
3. Utterly blind; navigate by sound and smell only. **False.**
4. Kidnap babies for the fairy Duke Mai-Fleur. **False.**

Deorling—Stag

1. Bear ancestral magic swords. **True.**
2. Leave humans in peace if not provoked. **True.**
3. Serve the fairy Duke Mai-Fleur. **False.**
4. Exact revenge against those who hunt deer. **False.**

Devil Goat

1. Used by longhorns as mounts and guardians. **True.**
2. Gaze can enchant and terrify. **True.**
3. Only harmed by silver or blessed weapons. **False.**
4. Mortally afraid of horses and hounds. **False.**

Drune—Audrune

1. Travel invisibly through lines of arcane energy. **True.**
2. Each is appointed guardian of a standing stone. **True.**
3. If slain, vanish into mist, then reform next day. **False.**
4. Magic is derived from mind-altering pipeleaf. **False.**

Drune—Braithmaid

1. Sing enchanting songs as they wander. **True.**
2. Bear protective talismans of formidable power. **True.**
3. Have the power to transform into a deer. **False.**
4. Forbidden from speaking to men. **False.**

Drune—Cottager

1. Wield the power of wicked, green flame. **True.**
2. Have mastery of powerful magical sigils. **True.**
3. Transform into owls to spy on villages. **False.**
4. Turn into standing stones when in danger. **False.**

Drune—Drunewife

1. Practice magical songs of enchantment. **True.**
2. Craft clay figures that they imbue with sentience. **True.**
3. Crave the bones of orphaned children. **False.**
4. Sleep during the day and work sorcery at night. **False.**

Elf—Courtier

1. Wield powerful runes granted by a fairy noble. **True.**
2. Staves have the power to paralyse mortal folk. **True.**
3. Work for the downfall of humankind. **False.**
4. Immune to magic of all kinds. **False.**

Elf—Knight

1. Wield swords imbued with a haughty sentience. **True.**
2. Serve one of the nobles of Fairy. **True.**
3. Armour and weapons vanish in dust if slain. **False.**
4. Sent from Elfland to slay the Drune. **False.**

Fairy Horse

1. Charm mortals into service. **True.**
2. Roam Fairy and the mortal world on odd quests. **True.**
3. Riding a fairy horse bestows youth and beauty. **False.**
4. Outcast unicorns with their horns ritually cut. **False.**

Fomorian

1. No two are exactly alike. **True.**
2. Covet and hoard gemstones. **True.**
3. Heads can detach and act autonomously. **False.**
4. Descendants of humans trapped underground. **False.**

Galosher

1. Lure victims with illusory beauty. **True.**
2. Consume dreams rather than flesh. **True.**
3. Release living nightmares when killed. **False.**
4. Can mimic the forms of victims. **False.**

Gargoyle

1. Magical religious statues that guard holy sites. **True.**
2. Unharmed by mortal weapons. **True.**
3. Animated by spirits of dead priests. **False.**
4. Animated by evil magic of the Nag-Lord. **False.**

Gelatinous Hulk

1. Brains are prized by alchemists. **True.**
2. Eat fairies, fungi, and magic items. **True.**
3. Highly flammable. **False.**
4. Absorb mortal flesh on contact. **False.**

Ghoul

1. A single scratch can cause paralysis. **True.**
2. Often hide amongst the dead. **True.**
3. Evil fairies that only resemble undead. **False.**
4. Cannot keep quiet. **False.**

Gloam

1. Inflict a horrid, rotting disease. **True.**
2. Obsessively collect objects of a certain type. **True.**
3. Cawing song charms any who hear it. **False.**
4. Only harmed by cold iron weapons. **False.**

Goblin

1. Trade wondrous good from Fairy. **True.**
2. Wield magic of illusion and trickery. **True.**
3. Bound to honesty if paid in silver. **False.**
4. Kidnap mortal babes to eat in secret dells. **False.**

Harpy

1. Hypnotically lure victims to their death. **True.**
2. Heralds of the Nag-Lord. **True.**
3. Songs speak of future events. **False.**
4. White-feathered harpies are benevolent. **False.**

Harridan

1. Hate their own reflection. **True.**
2. Wield treacherous magic of charm and illusion. **True.**
3. Turn to stone if exposed to sunlight. **False.**
4. Subsist on psychedelic mosses. **False.**

Headless Rider

1. Guard secret hoards of gold in the deep woods. **True.**
2. Decapitated head's grisly gaze inflicts terror. **True.**
3. Ghostly mounts can fly through the sky at night. **False.**
4. Whisk people away to be sacrificed in the woods. **False.**

Jack-o'-Lantern

1. May reveal deep secrets or kidnap mortals. **True.**
2. Eyes can flash to hypnotise or dazzle. **True.**
3. Fungal servitors of the mosslings. **False.**
4. Creep into villages to steal, shrunk to 1" tall. **False.**

Kelpie

1. Serve one who holds their bridle. **True.**
2. Pond weed in hair when in human form. **True.**
3. Cannot travel more than 60' from water. **False.**
4. Serve as mounts for fairies. **False.**

Madtom

1. Man-eaters who set traps for the unwary. **True.**
2. Friendly with grimalkins. **True.**
3. Dry out and perish if they go far from water. **False.**
4. Release victims for a sum of 30sp. **False.**

Manikin

1. Serve at the pleasure of witches. **True.**
2. Stiff and slow to react. **True.**
3. Known to spontaneously combust. **False.**
4. Unable to harm sentient creatures. **False.**

Manticore

1. Tail barbs carry a sleeping poison. **True.**
2. Lust after consuming human hearts. **True.**
3. Secretly humans cursed by a fairy duke. **False.**
4. Fire poisonous tail spikes, but only 3 per day. **False.**

Marsh Lantern

1. Hateful spirits of those who drowned in a marsh. **True.**
2. Pitiful wails compel living folks to approach. **True.**
3. Placated if fed a hot meal. **False.**
4. Manifest close to doors into Fairy. **False.**

Merfaun

1. Bestow magical blessings through song. **True.**
2. Kissing one lets you breathe underwater. **True.**
3. Mutant breggle offspring. **False.**
4. Seduce and kidnap mortal women. **False.**

Mogglewomp

1. Will kill for a cup of hot drink. **True.**
2. Weak when abroad, powerful in a dwelling. **True.**
3. Grimalkins become mogglewomps in old age. **False.**
4. Entertained by poetry. **False.**



Mould Oracle

1. Divine the future. **True.**
2. Brew potions from weird fungi. **True.**
3. Breed with treoweres, producing odd hybrids. **False.**
4. Disappear in a puff of spores if threatened. **False.**

Mugwudge

1. Horrid breath can turn living beings into wood. **True.**
2. Trees of woodified victims bear magical fruit. **True.**
3. Foul scent adored by grimalkins. **False.**
4. Hoard gold and gems. **False.**

Nutcap

1. Sentient, fairy plants. **True.**
2. Form wooden objects by touching trees. **True.**
3. Nutcap seeds can be used to brew flying potions. **False.**
4. Guard secret tree-arches that lead to Fairy. **False.**

Ochre Slime-Hulk

1. Highly flammable. **True.**
2. Dissolve victims into pools of slime. **True.**
3. Ooze under doors in search of prey. **False.**
4. Unharmd by fire or frost. **False.**

Ogre

1. Humans cursed and transformed by Atanuwë. **True.**
2. Exceptional sense of smell. **True.**
3. Carry their soul in their sack. **False.**
4. A mug of ale makes them fall asleep. **False.**

Onyx Blob

1. Repulsed by fire. **True.**
2. Slicing it just makes two. **True.**
3. Taste like blackberries. **False.**
4. Unable to climb ladders or stairs. **False.**

Peryton

1. Fresh hearts are their favourite food. **True.**
2. Can make your very shadow hostile. **True.**
3. Willing to serve worthy magicians. **False.**
4. Fell spirits seeking revenge on hunters. **False.**

Pook Morel

1. Conjure horrifying illusions to frighten mortals. **True.**
2. Tiny thieves that are incredibly hard to catch. **True.**
3. Singing can bring on an enchanted sleep. **False.**
4. Fear symbols of the One True God. **False.**

Redcap

1. Merry and benign if tricked to enter a village. **True.**
2. Love to taunt and rob mortals. **True.**
3. Wary of fire. **False.**
4. Bandits who serve the fairy Earl of Yellow. **False.**

Redslob

1. Sometimes collect gems. **True.**
2. Steal the weapons of any who dare attack. **True.**
3. Exude a paralytic ooze. **False.**
4. Changelings that can assume a humanoid form. **False.**

Root Thing

1. Drag victims underground to be digested. **True.**
2. Flesh is hearty but can warp the mind. **True.**
3. Created by witches to guard sacred groves. **False.**
4. Flesh has healing properties if roasted. **False.**

Scarecrow

1. Driven by murderous passions in the autumn. **True.**
2. Merry pedlars who wander in warmer months. **True.**
3. Terrifying gaze can turn a mortal to stone. **False.**
4. Murder and eat any with whom they trade. **False.**

Scrabey

1. Pour delicious beverages out of their noses. **True.**
2. Can transform into a writhing worm. **True.**
3. Filled with writhing worms, beneath their skin. **False.**
4. Proffer poisoned drinks if slighted. **False.**

Shadow

1. Direct contact saps strength. **True.**
2. Disorientated by direct sunlight. **True.**
3. Ghost of the particularly cruel. **False.**
4. Cannot harm those already in darkness. **False.**

Shape-Stealer

1. Steal forms but not magic powers. **True.**
2. Hoard the possessions of past victims. **True.**
3. Cannot copy those brandishing cold iron. **False.**
4. Must consume a form to steal it. **False.**

Skeleton

1. Not all are mindless. **True.**
2. Can carry out orders for centuries. **True.**
3. Require fresh blood to stay animate. **False.**
4. Even sentient skeletons have secret orders. **False.**

Snail, Giant—Mutant

1. Prone to unique, aggressive mutations. **True.**
2. Eat anything living that they come across. **True.**
3. Swallow gems and magic items. **False.**
4. Can vomit up a stream of acidic bile. **False.**

Snail, Giant—Psionic

1. Manifest powerful illusions. **True.**
2. Feed on magical energies, moss, and fungi. **True.**
3. Haunt the nightmares of those they gaze upon. **False.**
4. Feed on the flesh of wizards. **False.**

Spectre

1. Life withers at their touch. **True.**
2. Ghostly servants of profane deities. **True.**
3. Bound to their site of death. **False.**
4. Gift treasure to worthy supplicants. **False.**



Sprite

1. Come in many colours, each with special magic. **True.**
2. Value honey, resin, and salt. **True.**
3. Flesh is deliciously sweet. **False.**
4. Can transform into humans of full stature. **False.**

Talking Animal

1. Harbour obscure secrets. **True.**
2. Keen to trade for food or shiny trinkets. **True.**
3. Report all they observe to the Drune. **False.**
4. Grant a wish to any who can answer their riddle. **False.**

Treowere

1. Can command their fellow trees. **True.**
2. Evil trees in the Nagwood that attack intruders. **True.**
3. Servile to those wielding fire. **False.**
4. All old trees eventually become treoweres. **False.**

Troll

1. Vulnerable to fire and acid. **True.**
2. Strictly herbivorous; eat mosses of all kinds. **True.**
3. A form of sentient fungus. **False.**
4. Kidnap mortals for use as kitchen servants. **False.**

Unicorn—Blessed

1. Only treat with the pure and virtuous. **True.**
2. Severed horns are powerful holy artefacts. **True.**
3. Obey the commands of pure-hearted virgins. **False.**
4. Turn into corrupt unicorns at night. **False.**

Unicorn—Corrupt

1. Horns have wicked magical powers if severed. **True.**
2. Assistants of the Nag-Lord's dark sorcery. **True.**
3. Slain by the touch of a pure unicorn's horn. **False.**
4. Teach secrets of dark magic to wicked folk. **False.**

Werewolf

1. Humans afflicted by a lunar curse. **True.**
2. Wolves answer their calls to arms. **True.**
3. Repelled by garlic. **False.**
4. Secret servants of the Nag-Lord. **False.**

Wicker Giant

1. Guardians of secret Drunic sites. **True.**
2. Belch blasts of green fire. **True.**
3. Cannot cross running water. **False.**
4. Placated when fed fresh sacrifices. **False.**

Wight

1. Corpses possessed by evil spirits. **True.**
2. Suck the life from their victims. **True.**
3. Crumble to ash in daylight. **False.**
4. Exhale blasts of fire. **False.**

Witch

1. Granted eternal youth by their strange gods. **True.**
2. Brew potions and work charms. **True.**
3. Curse any man who looks upon them. **False.**
4. Ancient crones cloaked by an illusion of youth. **False.**

Witch Owl

1. Consume mortals' memories and desires. **True.**
2. Screech paralyses all who hear it. **True.**
3. Hoard magic tomes, scrolls, and wands. **False.**
4. Terrified of fairies. **False.**

Wodewose

1. Blood has magical healing properties. **True.**
2. Friendly with all animals; hate monsters. **True.**
3. Kidnap children to sacrifice to the Green Man. **False.**
4. Furtive spies of the Drune. **False.**

Wronguncle

1. Possess twisted memories of a deceased person. **True.**
2. Appear benign but harbour a lust for murder. **True.**
3. Steal memories from those they meet. **False.**
4. Murder travellers and feed on their corpses. **False.**

Wurm—Black Bile

1. Growled commands carry magical potency. **True.**
2. Burrow underground to surprise prey. **True.**
3. Fly upon feathery wings. **False.**
4. Hate the sight of holy symbols. **False.**

Wurm—Blood

1. Words can place a perilous charm. **True.**
2. Unharmful by mortal weapons. **True.**
3. Subsist on mortals' blood. **False.**
4. Only harmed by lightning. **False.**

Wurm—Phlegm

1. Make their lairs underwater. **True.**
2. Soothed by hypnotic music. **True.**
3. Grant a person's wish in return for gems. **False.**
4. Peaceful and languid when the full moon shines. **False.**

Wurm—Yellow Bile

1. Hoard ancient lore, as well as gold. **True.**
2. Paralyse lesser beings with terror. **True.**
3. Monstrous pets of the fairy Earl of Yellow. **False.**
4. Guardians of ancient Drune lore. **False.**

Yickerwill

1. Highly flammable, vulnerable to fire. **True.**
2. Placated if fed large quantities of cloth. **True.**
3. Terrified of bright lights. **False.**
4. Serve the Hag, bringing her word of all they see. **False.**

Creating Monsters

Guidelines for inventing new foes to confound even the most seasoned adventurer.

Inventing new monsters is one of the most creative and fun aspects of the game for the Referee. New monsters keep the game fresh for players and enhance the specific flavour of adventure scenarios.

Creating new monsters is an exercise of imagination, rather than one of following rules or formulae for what is allowed or balanced. The procedure presented here is a guide to the Referee, rather than a set of hard and fast rules as to what is possible.

Monsters and PCs are built with different rules: It is very important to note that monsters are not built using the same rules as PCs. They do not have Classes and Level progressions. They do not have Ability Scores. This greatly simplifies monster creation.

1. IMAGINE

The first and most important step is to imagine the monster. A strong mental picture makes it easy to determine a monster's stats and combat capabilities in the subsequent steps. Consider the following.

Appearance: What basic shape is the monster (humanoid, worm, avian, insect, etc.)? How large is it? Is it made of flesh and blood or something else (fungus, ooze, plants, crystal, metal, fire, ice, darkness, etc.)? What covers its surface (slime, fur, scales, feathers, spines, etc.)? What colour is it? How many limbs / heads / tails does it have?

Origin: Is the monster a biological organism (naturally occurring or bred)? Is it undead? Is it a fairy or demi-fey? Is it constructed or summoned by magic?

Intelligence and behaviour: Is the monster of animal, human-level, or greater intelligence? What does it consume? Does it value treasure (or other special items or substances)? What does it crave? How does it react to encounters with adventurers?

Environment: Does the monster live underground or on the surface (or both)? Does it favour one type of terrain or environment? Does it build lairs or wander?

Society: Is the monster solitary or does it live in groups? How does it interact with others of its kind? What kind of social structure does it have? Do its leaders have any special powers?

2. LEVEL

Level is a fundamental gauge of how dangerous a monster is. Characters of equal Level will be roughly evenly matched in combat, taking the number of combatants into account. For example, a group of six Level 1 PCs are fairly matched against three Level 2 monsters.

Physical size: Broadly speaking, smaller monsters are of lower Level and larger monsters are of higher Level.

Modifying Existing Monsters

Before starting to create a wholly new monster, consider whether a few small modifications to an existing monster could have the desired effect.

Re-skinning: The stats and special traits of an existing monster can often be reused, simply altering its descriptive and behavioural qualities. For example, the standard giant leech stat block could be used for a vampiric "blood hound."

Tweaking: Similarly, variant monsters are easily created by making a few alterations to an existing monster, adding breath weapons, web spinning, wings, extra limbs, multiple heads, etc. Remember to adjust the monster's XP value if it gains special traits.

3. COMBAT STATS

Descriptors

Based on the picture of the monster established in Step 1, determine the following.

Size: Small, Medium, or Large.

Type: Animal, Bug, Construct, Demi-Fey, Dragon, Fairy, Fungus, Monstrosity, Mortal, Ooze, Plant, or Undead.

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

Alignment: Lawful, Neutral, or Chaotic.

Hit Points

Monsters usually have 1d8 Hit Points per Level. For example, a Level 3 monster has 3d8 HP. Very weak Level 1 monsters may occasionally have 1d4 or less HP.

Armour Class

Decide what AC the monster has. Most monsters have AC in the range of 10–16. Very few monsters have higher than AC 19. Consider the following.

Toughness: Armour, thick hide, or scales grant higher AC.

Magic: Enchanted or innately magical monsters may have a higher AC than their physical toughness would indicate.

Agility: Especially fast-moving or dexterous monsters may have a higher AC.

Level: Monsters of higher Level tend to have higher AC as a factor of game balance, making them challenging foes for higher Level characters.

Attack and Save Targets

The monster's Attack and Save Targets are determined by its Level. See the *Monster Stats By Level* table.

Speed

Decide what Speed the monster has. Most monsters have Speed in the range of 20–60. A few monsters move more slowly (or even not at all) and some very rare monsters may move much more quickly, up to Speed 120. Consider the following.

Locomotion: Monsters with more than two legs (e.g. horses) tend to move more quickly.

Agility: Ungainly monsters may have a slower Speed, while those with lightning reflexes may have a faster Speed.

Morale

Decide what Morale the monster has. Most monsters have Morale in the range of 6–9. Mindless monsters (e.g. undead) usually have Morale 12, meaning that they never retreat or surrender.

4. ATTACKS

Decide what attacks the monster has. Most monsters attack once per Round, either with a weapon or a natural attack (e.g. bite, claw, butt). Some monsters attack multiple times per Round with different attack forms (e.g. two claw attacks and one bite attack per Round). Monsters with more than three attacks per Round are rare and very dangerous.

Damage per attack: Attacks normally inflict 1d4, 1d6, or 1d8 damage. Very large monsters may inflict more damage.

5. SPECIAL TRAITS

Decide what special traits the monster has. Some of the most memorable monsters have extra capabilities beyond simply making Attack and Damage Rolls. Flaming breath, incorporeality, immunity to mundane weapons, spell-casting, and venomous bites are some classic examples, but anything the Referee can imagine is possible. See *Special Traits and Bonus XP* for some examples.

6. XP AWARD

The base Experience Point award for defeating a monster is based on its Level. Each special trait that makes the monster more dangerous or more difficult to defeat in combat (see *Special Traits*) then adds an XP bonus, also based on the monster's Level. See the *Monster Stats By Level* table.

Example: A Level 4 monster with a venomous bite and the power to charm characters (2 special traits) has an XP value of 180 (80 + 50 + 50).

7. FINAL DETAILS

Encounters

Decide how many individuals are usually encountered together, determined by the monster's social structure. Encounter numbers of 1d4 to 2d10 are common. Small, weak creatures tend to band together, while large, powerful monsters tend to live in smaller groups.

MONSTER STATS BY LEVEL

Level	Attack	Save Targets	Base XP	Bonus XP
1	+0	D12 R13 H14 B15 S16	10	5
2	+1	D12 R13 H14 B15 S16	20	15
3	+2	D11 R12 H13 B14 S15	40	25
4	+3	D10 R11 H12 B13 S14	80	50
5	+4	D10 R11 H12 B13 S14	160	100
6	+5	D9 R10 H11 B12 S13	320	200
7	+6	D8 R9 H10 B11 S12	480	300
8	+7	D8 R9 H10 B11 S12	640	400
9	+7	D7 R8 H9 B10 S11	800	550
10	+8	D6 R7 H8 B9 S10	950	650
11	+8	D6 R7 H8 B9 S10	1,100	750
12	+9	D5 R6 H7 B8 S9	1,250	850
13	+9	D4 R5 H6 B7 S8	1,400	900
14	+10	D4 R5 H6 B7 S8	1,550	1,000
15	+10	D3 R4 H5 B6 S7	1,700	1,100
16	+11	D2 R3 H4 B5 S6	1,850	1,200
17	+11	D2 R3 H4 B5 S6	2,000	1,300
18	+12	D2 R2 H3 B4 S5	2,150	1,400
19	+12	D2 R2 H2 B3 S4	2,300	1,500
20	+13	D2 R2 H2 B3 S4	2,450	1,600
21	+13	D2 R2 H2 B2 S3	2,600	1,700
22+	+14	D2 R2 H2 B2 S2	+150 / Lvl.	+100 / Lvl.

Special Traits and Bonus XP

What exactly constitutes a special trait for the purposes of XP awards requires some judgement. In general, if a special trait makes the monster more dangerous or more difficult to defeat in combat, then it is counted for XP purposes. The traits listed below all usually apply.

Animate servitor, Area attack form, Automatic damage, Charge or swoop (double damage), Charm, Combination attacks (e.g. bear hug), Dazzling or hypnotism, Death magic, Destroy or steal equipment, Disease, Grapple, Hit Point or Ability Score drain, Immune to mundane weapons, Incorporeal, Magic Resistance or reflection, Memory loss, Multiple attacks (4+ attacks per Round), Petrification or paralysis, Place curse, Poison, Regeneration (1+ HP per Round), Return from death, Spell casting (per 2 Ranks of spells), Steal form, Swallow whole, Trample or stampede, Victims cannot be raised.



Treasure

Possessions: Decide whether the monster carries treasure on its person or has any valuable body parts (e.g. tusks).

Hoard: Decide what treasures may be present in the monster's lair (whether deliberately collected or on the bodies of victims). See *Placing Treasure, DCB*.

Credits

Who created what.

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WRITING

Gavin Norman

All content in this book, except as noted.

Kyle Hettinger

Elements and original conception of madtoms.

Amelia Luke

Some monster traits, encounters, lairs, and rumours.

James Spahn

Chapter introduction quotes.

Brian Yaksha

Elements of deorlings.

SETTING CONCEPTION

Dolmenwood was originally conceived by Gavin Norman and Greg Gorgonmilk in 2013. It was partially developed in the *Wormskin* zine (2015–2018), before being fully realised in the *Dolmenwood Player's Book*, *Dolmenwood Campaign Book*, and *Dolmenwood Monster Book*.

INSPIRATION

Thanks to the originators of early *Dungeons & Dragons*—Gary Gygax, Dave Arneson, John Eric Holmes, Tom Moldvay, Steve Marsh, Dave Cook, Frank Mentzer—upon whose work the rules of Dolmenwood are founded.



DOLMENWOOD

ADVENTURE AND PERIL IN FAIRYTALE WOODS

The complete Referee's guide to the weird, wondrous, and terrifying denizens of Dolmenwood.

Dolmenwood is a weird fairy tale adventure game, conjuring the wonder, horror, whimsy, and strangeness of British folklore. Included in this book:

- ▶ A bestiary of **87 fully detailed monsters** dripping with flavour, including encounter seeds and beautiful illustrations.
- ▶ **53 mundane animals**, including unique Dolmenwood fauna such as gobbles and gelatinous apes.
- ▶ **9 types of everyday folk**: anglers, criers, fortune-tellers, lost souls, merchants, pedlars, pilgrims, priests, and villagers.
- ▶ **27 NPC stat blocks** for common adventuring Classes.
- ▶ **Adventuring party generator** for rolling up NPC adventurers on quests of their own.
- ▶ **Over 300 rumours** describing monsters as featured in the fire-side tales of local folk.
- ▶ **Monster creation guidelines** to keep players on their toes.
- ▶ **Easy-to-read stat blocks** for quick reference.

Core book 3 of 3. Referees also need the *Dolmenwood Player's Book* and the *Dolmenwood Campaign Book*.

Contains adult themes and elements of horror.
May not be suitable for children.



NECROTIC
GNOME

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EXALTED
FUNERAL

Rolling an Encounter

- Encounter type:** Roll 1d8 on the *Encounter Type* table. The result indicates which sub-table to consult.
 - **Aquatic encounters:** For encounters on rivers or lakes, roll directly on the Aquatic regional encounter table. Land-dwelling sentients encountered are either on boats or the shore.
- Creature:** Roll 1d20 on the indicated sub-table.
- Wandering or in lair (optional):** The bestiary lists the chance of encountering creatures in their lair (as opposed to wandering abroad). For other creatures, a basic 30% chance may be used.
- Number encountered:** The dice to roll are listed after the creature's name in the encounter tables.
 - **Lair encounters:** Up to 5 times as many individuals may be encountered in the creatures' lair.
- Surprise:** Roll 1d6 per side. (1–2 = surprised.)
- Encounter distance:** 2d6 × 30' (or 1d4 × 30' if both sides are surprised).
- Reaction:** If the creatures' potential reaction to PCs is unclear, optionally make a Reaction Roll.

ENCOUNTER REACTIONS

2d6	Reaction
2 or less	Attacks
3–5	Hostile, may attack
6–8	Uncertain, wary
9–11	Indifferent, may negotiate
12 or more	Eager, friendly

CREATURE ACTIVITY

d20	Activity	d20	Activity
1	Celebrating	11	Lost / exploring
2	Chasing?	12	Marking territory
3	Constructing	13	Mating / courting
4	Defecating	14	Negotiating with?
5	Dying / wounded	15	Patrolling / guarding
6	Fleeing from?	16	Resting / camping
7	Hallucinating	17	Ritual / magic
8	Hunting / foraging	18	Sleeping
9	In combat with?	19	Trapped / imprisoned
10	Journey / pilgrimage	20	Washing

Question mark (?): Roll another encounter to determine the other creature involved.

Morale

Morale Checks: Roll 2d6. If the result exceeds Morale, creature tries to surrender or flee next Round.

One check per side: Typically a single Morale Check is made for all members of a side (not per individual).

When to check Morale: Groups: first ally killed, half side killed or defeated. Solo: first harmed, ¼ or less HP.

Two successes: Max 2 checks per encounter.

Morale 12: Fight to the death, no Morale Checks.

ENCOUNTER TYPE

		Daytime	Nighttime	
d8	Road/Track	Wild	Fire	No Fire
1	Animal	Animal	Monster	Animal
2	Monster	Monster	Monster	Animal
3	Mortal	Mortal	Mortal	Monster
4	Mortal	Sentient	Mortal	Monster
5	Sentient	Regional	Sentient	Monster
6	Sentient	Regional	Sentient	Regional
7	Regional	Regional	Regional	Regional
8	Regional	Regional	Regional	Regional



COMMON ENCOUNTERS

d20	Animal	Monster
1	Bat, Giant (1d10, <i>p112</i>)	Ant, Giant (3d4, <i>p112</i>)
2	Bear (1d4, <i>p112</i>)	Centaur—Bestial (1, <i>p24</i>)
3	Boar (1d6, <i>p113</i>)	Cockatrice (1d4, <i>p27</i>)
4	Burrowing Beetle (2d4, <i>p113</i>)	Ghoul (2d4, <i>p45</i>)
5	Carrion Worm (1d3, <i>p113</i>)	Griffon (2d8, <i>p114</i>)
6	Centipede, Giant (1d8, <i>p113</i>)	Headless Rider (1d4, <i>p51</i>)
7	False Unicorn (3d4, <i>p113</i>)	Mogglewomp (1, <i>p59</i>)
8	Fire Beetle, Giant (2d6, <i>p114</i>)	Mugwudge (1d4, <i>p62</i>)
9	Fly, Giant (2d6, <i>p114</i>)	Ogre (1d6, <i>p65</i>)
10	Insect Swarm (1d3, <i>p115</i>)	Owlbear (1d4, <i>p116</i>)
11	Rapacious Beetle (2d4, <i>p117</i>)	Root Thing (1d4, <i>p71</i>)
12	Rat, Giant (3d6, <i>p117</i>)	Snail, Gt.—Mutant (1d3, <i>p77</i>)
13	Red Deer (3d10, <i>p117</i>)	Spinning Spider (1d3, <i>p118</i>)
14	Shaggy Mammoth (2d8, <i>p117</i>)	Stirge (2d6, <i>p118</i>)
15	Snake—Adder (1d8, <i>p118</i>)	Treowere (1d8, <i>p83</i>)
16	Stirge (2d6, <i>p118</i>)	Werewolf (1d6, <i>p87</i>)
17	Toad, Giant (1d4, <i>p118</i>)	Wolf, Dire (2d4, <i>p119</i>)
18	Weasel, Giant (1d6, <i>p119</i>)	Wyrms—Black Bile (1, <i>p97</i>)
19	Wolf (3d6, <i>p119</i>)	Wyrms—Blood (1, <i>p98</i>)
20	Yegril (3d8, <i>p119</i>)	Yickerwill (1d6, <i>p101</i>)

d20	Mortal	Sentient
1	Adventuring Party (<i>p108</i>)	Barrowbogy (2d6, <i>p14</i>)
2	Cleric (1d20, <i>p104</i>)	Breggle—Short. (3d10, <i>p23</i>)
3	Crier (1d6, <i>p110</i>)	Crookhorn (3d10, <i>p28</i>)
4	Drune—Cottager (1d4, <i>p35</i>)	Deorling—Stag (1d6, <i>p31</i>)
5	Fighter (2d6, <i>p105</i>)	Elf—Ct. (<i>p37</i>) / Kn. (<i>p38</i>) (1d4)
6	Fortune-Teller (1d3, <i>p110</i>)	Elf—Wanderer (1d6, <i>p39</i>)
7	Friar (1d6, <i>p106</i>)	Goblin (2d6, <i>p47</i>)
8	Hunter (3d6, <i>p106</i>)	Grimalkin (1d4, <i>p48</i>)
9	Knight (2d6, <i>p106</i>)	Mossling (2d8, <i>p60</i>)
10	Lost Soul (1d4, <i>p111</i>)	Nutcap (2d6, <i>p63</i>)
11	Magician (1d4, <i>p107</i>)	Redcap (2d6, <i>p69</i>)
12	Merchant (1d20, <i>p111</i>)	Scarecrow (1d4, <i>p72</i>)
13	Pedlar (1d4, <i>p111</i>)	Scrabey (1d6, <i>p73</i>)
14	Pedlar (1d4, <i>p111</i>)	Shape-Stealer (1d6, <i>p75</i>)
15	Pilgrim (4d8, <i>p111</i>)	Sprite (3d6, <i>p80</i>)
16	Priest (1d6, <i>p111</i>)	Talking Animal (1d4, <i>p82</i>)
17	Thief (Bandit) (3d10, <i>p107</i>)	Treowere (1d8, <i>p83</i>)
18	Thief (Bandit) (3d10, <i>p107</i>)	Troll (1d3, <i>p84</i>)
19	Villager (2d10, <i>p111</i>)	Wodewose (1d6, <i>p93</i>)
20	Witch (1d6, <i>p90</i>)	Woodgrue (3d6, <i>p94</i>)



REGIONAL ENCOUNTERS

d20	Aldweald	Aquatic	Dwelfmurch	Fever Marsh
1	Antler Wraith (2d4, <i>p12</i>)	Adventuring Party (<i>p108</i>)	Antler Wraith (2d4, <i>p12</i>)	Bat, Vampire (1d10, <i>p112</i>)
2	Breggle—Shorthorn (3d10, <i>p23</i>)	Angler (2d4, <i>p110</i>)	Basilisk (1d6, <i>p15</i>)	Black Tentacles (1d4, <i>p16</i>)
3	Centaur—Sylvan (2d6, <i>p25</i>)	Boggin (1d6, <i>p19</i>)	Brambling (1d4, <i>p21</i>)	Bog Salamander (1d3, <i>p18</i>)
4	Deorling—Doe (4d4, <i>p30</i>)	Catfish, Giant (1d2, <i>p113</i>)	Centipede, Giant (1d8, <i>p113</i>)	Centaur—Bestial (1, <i>p24</i>)
5	Elf—Knight (1d4, <i>p38</i>)	Crab, Giant (1d6, <i>p113</i>)	Crookhorn (3d10, <i>p28</i>)	Crookhorn (3d10, <i>p28</i>)
6	Elf—Wanderer (1d6, <i>p39</i>)	Fly, Giant (2d6, <i>p114</i>)	Drune—Audrune (1, <i>p33</i>)	Fly, Giant (2d6, <i>p114</i>)
7	Fairy Horse (1, <i>p40</i>)	Insect Swarm (1d3, <i>p115</i>)	Drune—Braithmaid (1d4, <i>p34</i>)	Galosher (2d6, <i>p42</i>)
8	Gelatinous Hulk (1d4, <i>p44</i>)	Kelpie (1, <i>p53</i>)	Drune—Cottager (1d4, <i>p35</i>)	Gelatinous Hulk (1d4, <i>p44</i>)
9	Gloom (1, <i>p46</i>)	Killer Bee (2d6, <i>p116</i>)	Drune—Cottager (2d6, <i>p35</i>)	Harridan (1d3, <i>p50</i>)
10	Goblin (2d6, <i>p47</i>)	Leech, Giant (1d4, <i>p116</i>)	Drune—Drunewife (1, <i>p36</i>)	Insect Swarm (1d3, <i>p115</i>)
11	Grimalkin (1d4, <i>p48</i>)	Madtom (1d12, <i>p54</i>)	Lost Soul (1d4, <i>p111</i>)	Jack-o'-Lantern (1d8, <i>p52</i>)
12	Pedlar (1d4, <i>p111</i>)	Merchant (1d20, <i>p111</i>)	Shadow (1d8, <i>p74</i>)	Leech, Giant (1d4, <i>p116</i>)
13	Redcap (2d6, <i>p69</i>)	Merfaun (2d6, <i>p58</i>)	Skeleton (3d6, <i>p76</i>)	Madtom (1d12, <i>p54</i>)
14	Snail, Giant—Psionic (1, <i>p78</i>)	Pedlar (1d4, <i>p111</i>)	Spinning Spider (1d3, <i>p118</i>)	Marsh Lantern (1d12, <i>p57</i>)
15	Sprite (3d6, <i>p80</i>)	Pike, Giant (1d4, <i>p116</i>)	Sprite (3d6, <i>p80</i>)	Mugwudge (1d4, <i>p62</i>)
16	Thief (Bandit) (3d10, <i>p107</i>)	Stirge (2d6, <i>p118</i>)	Thief (Bandit) (3d10, <i>p107</i>)	Redcap (2d6, <i>p69</i>)
17	Unicorn—Blessed (1d6, <i>p85</i>)	Thief (Pirate) (3d10, <i>p107</i>)	Wicker Giant (1, <i>p88</i>)	Shadow (1d8, <i>p74</i>)
18	Wild Hunt (<i>DCB</i> —hex 1502)	Toad, Giant (1d4, <i>p118</i>)	Wight (1d6, <i>p89</i>)	Toad, Giant (1d4, <i>p118</i>)
19	Witch (1d6, <i>p90</i>)	Water Termite, Giant (1d3, <i>p119</i>)	Witch (1d6, <i>p90</i>)	Troll (1d3, <i>p84</i>)
20	Woodgrue (3d6, <i>p94</i>)	Wyrms—Phlegm (1, <i>p99</i>)	Wyrms—Yellow Bile (1, <i>p100</i>)	Wyrms—Phlegm (1, <i>p99</i>)
d20	Hag's Addle	High Wold	Mulchgrove	Nagwood
1	Banshee (1, <i>p13</i>)	Barrowbogy (2d6, <i>p14</i>)	Bat, Vampire (1d10, <i>p112</i>)	Atanuwe (<i>DCB</i>)
2	Bat, Giant (1d10, <i>p112</i>)	Breggle—Longhorn (2d4, <i>p22</i>)	Bog Corpse (2d4, <i>p17</i>)	Bat, Vampire (1d10, <i>p112</i>)
3	Black Tentacles (1d4, <i>p16</i>)	Breggle—Shorthorn (3d10, <i>p23</i>)	Bog Salamander (1d3, <i>p18</i>)	Bog Corpse (2d4, <i>p17</i>)
4	Bog Corpse (2d4, <i>p17</i>)	Breggle—Shorthorn (3d10, <i>p23</i>)	Brainconk (1d8, <i>p20</i>)	Centaur—Bestial (1, <i>p24</i>)
5	Bog Salamander (1d3, <i>p18</i>)	Crier (1d6, <i>p110</i>)	Gelatinous Hulk (1d4, <i>p44</i>)	Crookhorn (3d10, <i>p28</i>)
6	Boggin (1d6, <i>p19</i>)	Devil Goat (1d4, <i>p32</i>)	Jack-o'-Lantern (1d8, <i>p52</i>)	Crookhorn (3d10, <i>p28</i>)
7	Galosher (2d6, <i>p42</i>)	Drune—Braithmaid (1d4, <i>p34</i>)	Mossling (2d8, <i>p60</i>)	Crookhorn (6d10, <i>p28</i>)
8	Ghoul (2d4, <i>p45</i>)	Drune—Cottager (1d4, <i>p35</i>)	Mossling (2d8, <i>p60</i>)	Harpy (2d4, <i>p49</i>)
9	Gloom (1, <i>p46</i>)	Elf—Knight (1d4, <i>p38</i>)	Mossling (2d8, <i>p60</i>)	Harridan (1d3, <i>p50</i>)
10	Leech, Giant (1d4, <i>p116</i>)	Goblin (2d6, <i>p47</i>)	Mossling (4d8, <i>p60</i>)	Manticore (1d4, <i>p56</i>)
11	Marsh Lantern (1d12, <i>p57</i>)	Grimalkin (1d4, <i>p48</i>)	Mould Oracle (1d3, <i>p61</i>)	Ochre Slime-Hulk (1, <i>p64</i>)
12	Mugwudge (1d4, <i>p62</i>)	Knight (2d6, <i>p106</i>)	Ochre Slime-Hulk (1, <i>p64</i>)	Ogre (1d6, <i>p65</i>)
13	Shadow (1d8, <i>p74</i>)	Merchant (1d20, <i>p111</i>)	Ochre Slime-Hulk (1, <i>p64</i>)	Ogre (1d6, <i>p65</i>)
14	Swamp Sloth (1d6, <i>p118</i>)	Pedlar (1d4, <i>p111</i>)	Onyx Blob (1, <i>p66</i>)	Owlbear (1d4, <i>p116</i>)
15	Swamp Spider (1d3, <i>p118</i>)	Priest (1d6, <i>p111</i>)	Pook Morel (2d10, <i>p68</i>)	Snail, Giant—Mutant (1d3, <i>p77</i>)
16	The Hag (<i>DCB</i>)	Scrabey (1d6, <i>p73</i>)	Pook Morel (2d10, <i>p68</i>)	Spinning Spider (1d3, <i>p118</i>)
17	Toad, Giant (1d4, <i>p118</i>)	Thief (Bandit) (3d10, <i>p107</i>)	Redslob (1d4, <i>p70</i>)	Treowere (Chaotic) (1d8, <i>p83</i>)
18	Troll (1d3, <i>p84</i>)	Witch (1d6, <i>p90</i>)	Redslob (1d4, <i>p70</i>)	Unicorn—Corrupt (1d6, <i>p86</i>)
19	Unicorn—Corrupt (1d6, <i>p86</i>)	Witch Owl (1d6, <i>p92</i>)	Wodewose (1d6, <i>p93</i>)	Wolf, Dire (2d4, <i>p119</i>)
20	Wronguncle (1, <i>p95</i>)	Woodgrue (3d6, <i>p94</i>)	Wronguncle (1, <i>p95</i>)	Wyrms—Black Bile (1, <i>p97</i>)
d20	Northern Scratch	Table Downs	Tithelands	Valley of Wise Beasts
1	Banshee (1, <i>p13</i>)	Banshee (1, <i>p13</i>)	Breggle—Shorthorn (3d10, <i>p23</i>)	Cobbin (1d4, <i>p26</i>)
2	Bat, Vampire (1d10, <i>p112</i>)	Crookhorn (3d10, <i>p28</i>)	Cleric (1d20, <i>p104</i>)	Cobbin (1d4, <i>p26</i>)
3	Black Tentacles (1d4, <i>p16</i>)	Deorling—Doe (4d4, <i>p30</i>)	Elf—Wanderer (1d6, <i>p39</i>)	Cobbin (1d4, <i>p26</i>)
4	Bog Corpse (2d4, <i>p17</i>)	Drune—Cottager (1d4, <i>p35</i>)	Fighter (2d6, <i>p105</i>)	Cobbin (3d8, <i>p26</i>)
5	Bog Salamander (1d3, <i>p18</i>)	Elf—Wanderer (1d6, <i>p39</i>)	Friar (1d6, <i>p106</i>)	Crookhorn (3d10, <i>p28</i>)
6	Deorling—Stag (1d6, <i>p31</i>)	Fly, Giant (2d6, <i>p114</i>)	Gloom (1, <i>p46</i>)	Crookhorn (3d10, <i>p28</i>)
7	Fomorian (1d3, <i>p41</i>)	Ghoul (2d4, <i>p45</i>)	Goblin (2d6, <i>p47</i>)	Crookhorn (3d10, <i>p28</i>)
8	Galosher (2d6, <i>p42</i>)	Gloom (1, <i>p46</i>)	Griffon (2d8, <i>p114</i>)	Deorling—Stag (1d6, <i>p31</i>)
9	Gloom (1, <i>p46</i>)	Harpy (2d4, <i>p49</i>)	Grimalkin (1d4, <i>p48</i>)	Goblin (2d6, <i>p47</i>)
10	Harridan (1d3, <i>p50</i>)	Headless Rider (1d4, <i>p51</i>)	Killer Bee (2d6, <i>p116</i>)	Grimalkin (1d4, <i>p48</i>)
11	Leech, Giant (1d4, <i>p116</i>)	Lost Soul (1d4, <i>p111</i>)	Knight (2d6, <i>p106</i>)	Lost Soul (1d4, <i>p111</i>)
12	Madtom (1d12, <i>p54</i>)	Peryton (2d4, <i>p67</i>)	Merchant (1d20, <i>p111</i>)	Mossling (2d8, <i>p60</i>)
13	Marsh Lantern (1d12, <i>p57</i>)	Peryton (2d4, <i>p67</i>)	Mossling (2d8, <i>p60</i>)	Ochre Slime-Hulk (1, <i>p64</i>)
14	Mugwudge (1d4, <i>p62</i>)	Shadow (1d8, <i>p74</i>)	Pilgrim (4d8, <i>p111</i>)	Ogre (1d6, <i>p65</i>)
15	Redcap (2d6, <i>p69</i>)	Shape-Stealer (1d6, <i>p75</i>)	Pook Morel (2d10, <i>p68</i>)	Owlbear (1d4, <i>p116</i>)
16	Scarecrow (1d4, <i>p72</i>)	Skeleton (3d6, <i>p76</i>)	Scrabey (1d6, <i>p73</i>)	Redslob (1d4, <i>p70</i>)
17	Shadow (1d8, <i>p74</i>)	Spectre (1d4, <i>p79</i>)	Sprite (3d6, <i>p80</i>)	Sprite (3d6, <i>p80</i>)
18	Spectre (1d4, <i>p79</i>)	Wight (1d6, <i>p89</i>)	Villager (2d10, <i>p111</i>)	Troll (1d3, <i>p84</i>)
19	Wight (1d6, <i>p89</i>)	Witch (1d6, <i>p90</i>)	Witch (1d6, <i>p90</i>)	Wodewose (1d6, <i>p93</i>)
20	Witch Owl (1d6, <i>p92</i>)	Woodgrue (3d6, <i>p94</i>)	Woodgrue (3d6, <i>p94</i>)	Woodgrue (3d6, <i>p94</i>)



MONSTERS BY TYPE

Adventurers

(May be mortals, demi-fey, or fairies)

Adventuring Party (p108)
Bard (p104)
Cleric (p104)
Enchanter (p105)
Fighter (p105)
Friar (p106)
Hunter (p106)
Knight (p106)
Magician (p107)
Thief (p107)

Animals

(Normal and giant)

Bat, Giant (p112)
Bat, Vampire (p112)
Bear (p112)
Boar (p113)
Catfish, Giant (p113)
Cave Salamander (p113)
Crab, Giant (p113)
False Unicorn (p113)
Frog, Giant (p114)
Gelatinous Ape (p114)
Griffon (p114)
Gobble (p114)
Hawk (p114)
Hawk, Giant (p115)
Headhog (p115)
Honey Badger (p115)
Lurkey (p116)
Merriman (p116)
Moss Mole (p116)
Ooze Salamander (p116)
Owlbear (p116)
Pike, Giant (p116)
Puggle (p117)
Rat, Giant (p117)
Red Deer (p117)
Shaggy Mammoth (p117)
Snake—Adder (p118)
Snake—Giant Python (p118)
Stirge (p118)
Swamp Sloth (p118)
Talking Animal (p82)
Toad, Giant (p118)
Trotting (p119)
Weasel, Giant (p119)
Woad (p119)
Wolf (p119)
Wolf, Dire (p119)
Yegril (p119)

Bugs

(Insects, spiders, worms)

Ant, Giant (p112)
Burrowing Beetle, Gt. (p113)
Carion Worm (p113)
Centipede, Giant (p113)
Earthworm, Giant (p113)
Fire Beetle, Giant (p114)
Fly, Giant (p114)
Insect Swarm (p115)
Killer Bee (p116)
Leech, Giant (p116)
Purple Worm (p117)
Rapacious Beetle, Gt. (p117)
Slug, Giant (p118)
Spinning Spider, Giant (p118)
Swamp Spider, Giant (p118)
Water Termite, Giant (p119)

Constructs

Crystaloid (p29)
Gargoyle (p43)
Manikin (p55)
Scarecrow (p72)
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