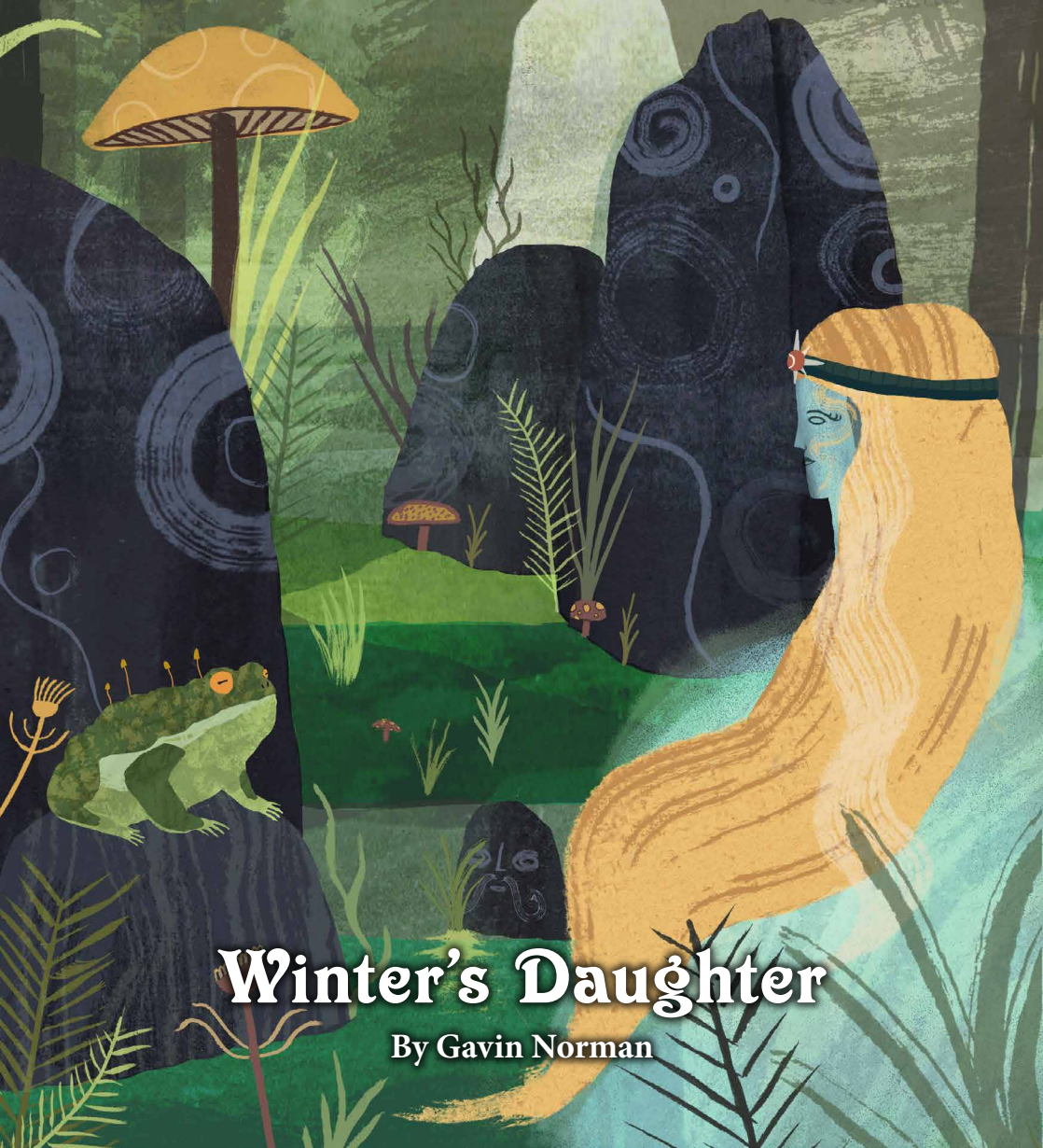


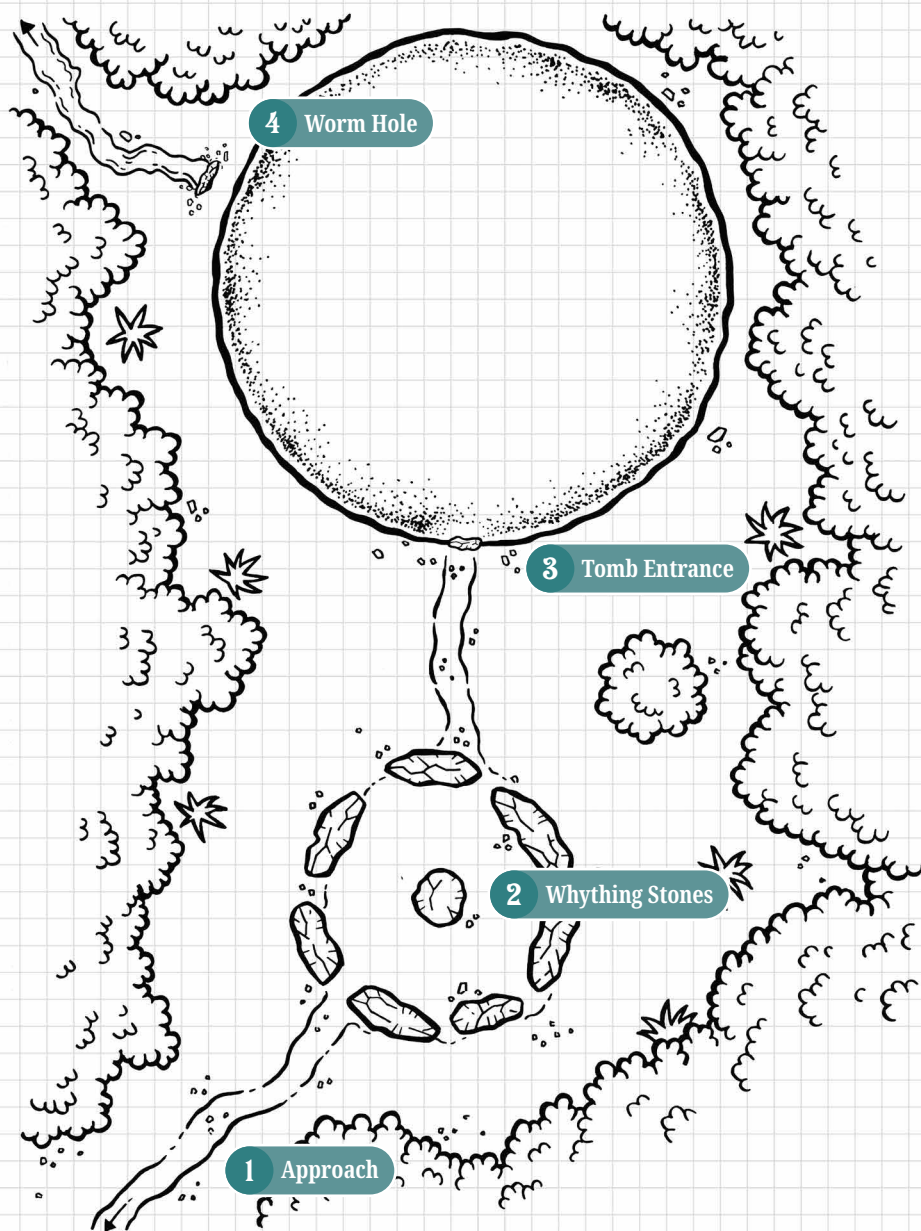
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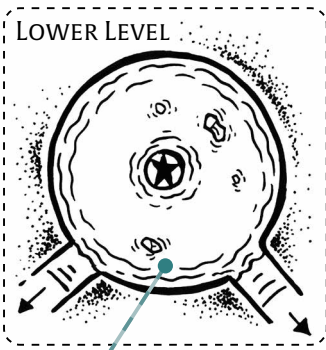
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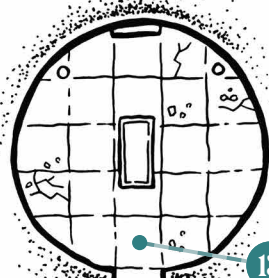
Winter's Daughter

By Gavin Norman





14 Warded Pool



13 Knight's Tomb

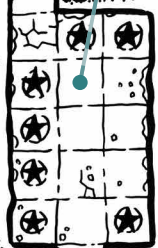


12 Hall of Hounds

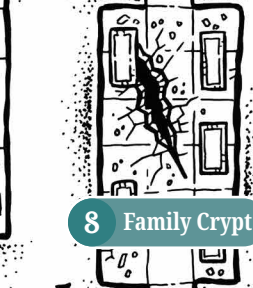


10 Priest's Quarters

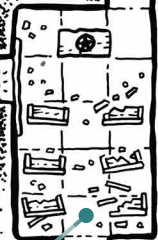
11 Statues



8 Family Crypt



Chapel of St Sedge 9



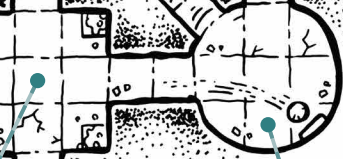
Blindfolded Statue 6



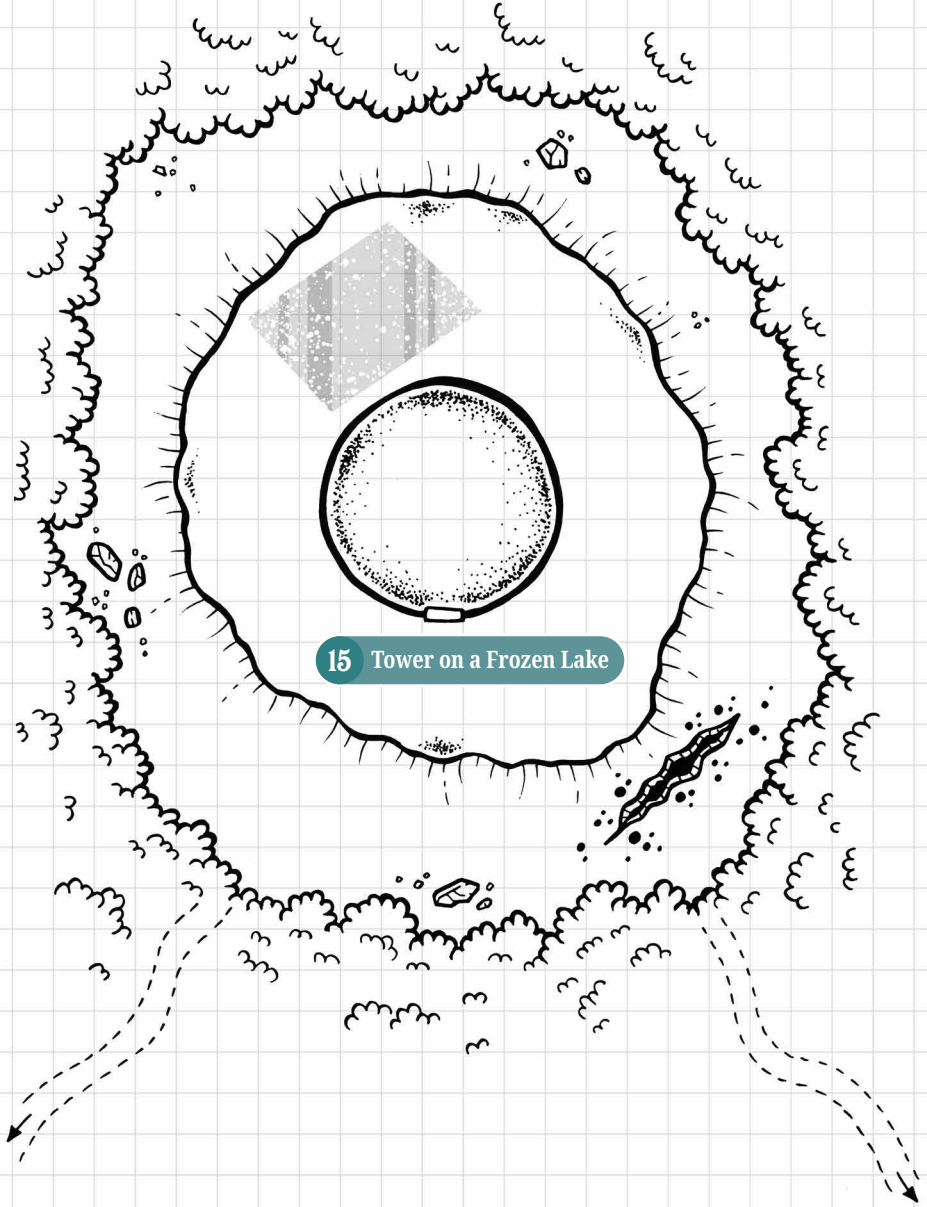
Hall of Guardians 5

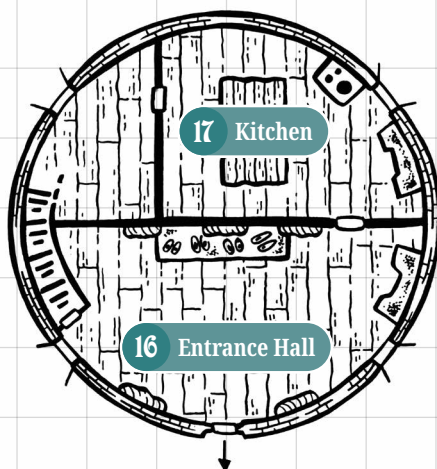
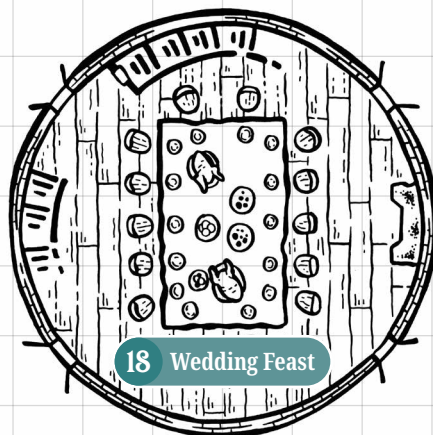
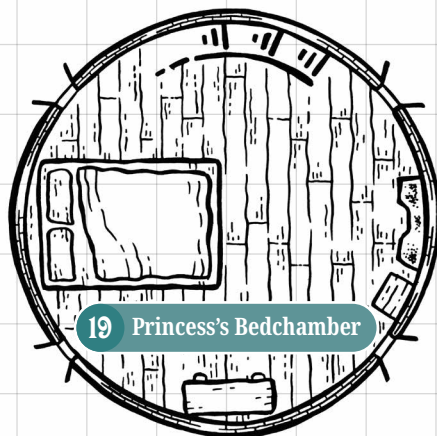


Freezing Mirror 7



1 square = 5 feet





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DOLMENWOOD

Winter's Daughter

Version August 6, 2024

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Introduction

ABOUT THIS ADVENTURE

Winter's Daughter is a short adventure set in Dolmenwood, revolving around the forbidden love of a human knight and a frost elf princess, in ancient times when the two Kindreds waged war. PCs journey to the knight's tomb, which has lain sealed for centuries and conceals many secrets and treasures.

REQUIRED BOOKS

The Referee requires the Dolmenwood core books (*Player's Book*, *Campaign Book*, and *Monster Book*) to run this adventure. The following acronyms are used when referring to the core books:

DPB: The *Dolmenwood Player's Book*.

DCB: The *Dolmenwood Campaign Book*.

DMB: The *Dolmenwood Monster Book*.



CHARACTER LEVELS 1–3

This adventure is designed for PCs of Level 1–3. It makes a great introduction to Dolmenwood for groups new to the setting. A total of approximately 18,000gp worth of monetary treasure is present. Magic items are also listed with their gp value. Selling magic items for their full value is generally very difficult, and they do not grant XP (unless using the optional XP for magic items rule—see **Awarding XP**, *DCB*).

LOCATION

Locate this adventure in any hex outside of the Witching Ring, Chell (see **The Ring of Chell**, *DCB*). The adventure's events do not relate to any specific location within the forest.

As an intro adventure: Choose which settlement PCs will start in and locate this adventure in the vicinity. For example, in hex 0609 (near Lankshorn), hex 1011 (near Dreg), or hex 1306 (near Prigwort). The Referee may either require PCs to travel to the adventure site or may start play as they approach the tomb (in Area 1).

In a campaign: Players with an investigative bent may uncover forgotten lore relating to the war between frost elves and mortals that ravaged Dolmenwood some nine centuries ago. The Referee could use these hooks to connect this adventure into a wider campaign arc revolving around the attempts of the banished frost elf lord—the Cold Prince—to return to claim Dolmenwood as his own.

Referee's Background

The Cold Prince

The fairy lord who ruled all Dolmenwood, before the arrival of mortals. (See **Cold Prince faction**, *DCB*.)

Eternal winter: Under his rule, the forest lay under an eternal cloak of frost and snow.

Frost elves: The people of the Cold Prince, immortal fairies as fair as snow and as cruel as ice.

The war: Nine centuries ago, mortals waged war against the fey armies of the Cold Prince vying for control of Dolmenwood.

The Love of Mortal and Fairy

In the midst of the war, a human knight and a frost elf princess met and fell in love.

Princess Snowfall-at-Dusk: The seventeenth daughter of the Cold Prince.

Sir Chyde: A near-mythical hero who fought in the war against the Cold Prince.

First meeting: They met in the depths of Dolmenwood, in a clearing beside a circle of stones known as the Whything Stones.

Trysts: For months, the pair trysted in secret glades, knowing that their love was forbidden.

The portrait: Sir Chyde commissioned a portrait of his love, entitled “The Lady of the Wood”.

The binding ring: The princess pledged her heart to the knight, bestowing on him a magical ring that had the power to bind their souls together for eternity (see **Ring of Soul-Binding**, p32).

Forbidden Love Discovered

Before long, the Cold Prince discovered his daughter's betrayal.

The princess imprisoned: His spies captured her and brought her before him. He decreed that she be imprisoned in a forlorn tower, there to stay until she renounced her foolish love.

Secret communion: Unbeknown to her father, the princess was able to secretly speak with Sir Chyde, even from her prison, via the power of the binding ring. The two schemed her rescue.

The Cold Prince Defeated

The mortal armies were victorious, and the Cold Prince was exiled into Frigia, his dominion in Fairy (see **History**, *DCB*).

Ever-looming threat: The Cold Prince has not troubled Dolmenwood since, but the threat of his return to the mortal world ever dominates the fears of common folk.



The Death of Sir Chyde

The knight was slain in a great battle of mortals and frost elves on the hills of the High Wold, not long after his love was imprisoned.

Dying wish: Sir Chyde insisted on being interred in a tomb in the glade beside the Whything Stones.

Grave goods: He wished to be buried with the portrait and ring, and to have an annexe of his tomb dedicated to his betrothed.

Chapel of St Sedge: A chapel dedicated to his patron saint, Sedge, was also integrated into the tomb. (Sedge is the patron saint of holy warriors and knife-makers, see the holy spell *Bless Weapon*, *DPB*.)

A holy site: As was the way in those days, the tomb of the great hero was maintained as a site of pilgrimage.

Attendant: A priest lived in the tomb, beside the chapel.



The Effects of the Ring

The power of the *Ring of Soul-Binding* was not thwarted by death.

Beyond death: Sir Chyde's spirit was called back from the beyond, to linger in his tomb as a phantom.

Drawing together: The prison of the princess, in Fairy, and the tomb of the knight, in the mortal world, were slowly drawn together, bringing the two worlds almost close enough to touch.

Communion: Even in death, the knight and the princess could speak via the power of the ring. They dreamed of their reunion and marriage.

The Sealing of the Tomb

Fey influence: An unsettling, fey influence began to creep into the tomb.

The priest's dreams: The priest who maintained the tomb experienced disturbing dreams and visitations, and recommended that it be abandoned.

Closure: Guardians and wards were placed, and the tomb sealed.

Centuries Passed

The tomb: Has rested quietly.

The princess: Remains imprisoned, forgotten by her father, waiting with ageless patience to find a way to be reunited with Sir Chyde.

The wedding: Undeterred by death and nearly nine centuries, the princess stubbornly insists on holding a perpetual wedding feast, awaiting the arrival of Sir Chyde. Some few brave friends and allies have journeyed in secret to her isolated tower to join the long-delayed festivities.

The Whything Stones: Are now frequented by the Drune—the cult of sorcerers who covet the standing stones and ley lines of Dolmenwood.

Hooks

DREAMS OF THE LADY

A valiant or courageous PC is visited in a recurring dream by a beautiful elf lady, clad in white. In the dreams, the PC falls in love with the Lady, and awakes with a deep yearning to be with her.

After some weeks of experiencing this dream, the PC has a second one: venturing into a burial mound, opening a coffer, taking a ring from the finger of a skeleton, and bringing the ring to the Lady. At the end of this dream, the Lady tells the PC that the tomb is a real place, and that a magical door to her realm is located there, in the lower level. She (falsely) promises her heart to the PC, if they can retrieve this ring that was stolen from her in ancient times and bring it to her.

She reveals the location of the tomb and says that one who bears the ring can enter the magical door in the lower level that leads to her realm in Fairy.

What's Really Happening

Princess Snowfall-at-Dusk has discovered a means of contacting the mortal world via dream. Her professed love is a trick: she merely wishes the besotted PC to retrieve the ring of Sir Chyde for her (and hence his spirit).

INHERITANCE

An elderly, long-lost relative of a PC dies, bequeathing some minor wealth to the PC (whatever the Referee wishes).

Among the papers and oddments the PC receives is an old charter, accompanied with a family tree proving the PC to be a distant descendent of one Brigford the Wise, brother of Sir Chyde. (The Referee may decide how accurate this genealogical information is.)

The charter shows the location of the tomb where Brigford is interred alongside his brother, noting that the fabled sword and ring of Sir Chyde are (legally speaking) the property of the inheriting PC.

The documents claim that the ring has the power to open a doorway to Fairy.

TOMB ROBBERS

A magician (for example Mostlemyre Drouge in *Prigwort*—DCB) hires the PCs to journey to an old burial mound, giving them a map of its location. Their mission is to enter the tomb and retrieve the ring from the hand of its skeletal occupant: a bronze band set with a moonstone, with fittings in the form of woven branches. Upon returning this ring to the wizard, the party is to be rewarded with a sum of 5,000gp (or whatever the Referee wishes).

The Complication

The ring to be retrieved carries a fairy enchantment: the ghost of Sir Chyde is bound to it and will haunt any who steal it (see **Epilogue**, p30).

Players' Background

COMMON FOLKLORE

Not all that transpired in the past remains common knowledge. The following tale is known among the common folk of Dolmenwood, and may be heard by PCs.

The Cold Prince

The fairy lord who ruled all Dolmenwood, before the arrival of mortals.

Eternal winter: Under his rule, the forest lay under an eternal cloak of frost and snow.

The war: Nine centuries ago, mortals waged war against the fey armies of the Cold Prince, vying for control of Dolmenwood.

Sir Chyde

In the midst of the war, the fabled hero fell in love with a woman called the Lady of the Wood.

The Lady of the Wood: A sorcerous woman of mysterious origin.

First meeting: They met in the depths of Dolmenwood.

The betrothal: The two pledged their hearts to one another, exchanging rings of engagement.

The Cold Prince Defeated

The mortal armies were victorious, and the Cold Prince was exiled into his dominion in Fairy.

Ever-looming threat: Every year, in winter, the magic that banishes the Cold Prince weakens and frigid winds whisper of his desire to reclaim his kingdom in the mortal world.

The Death of Sir Chyde

The knight was slain in a great battle of mortals and frost elves on the hills of the High Wold.

Dying wish: Sir Chyde insisted on being interred in a tomb deep in the forest.

The fate of the Lady: She was never seen again. Some say she died in the depths of the forest, in the glade where she and her love first met.

DEEPER INVESTIGATION

If PCs spend time and money to employ sages, seek out obscure tomes, or consult with oracles, they may be able to divulge some of the true story of the knight and the princess. Each of the following facts requires a significant research effort.

The identity of the Lady of the Wood: Sir Chyde's betrothed was in fact a frost elf princess. Theirs was a forbidden love.

The ring: The ring which Sir Chyde wore was a magic item from Fairy. It bound his soul to that of the Lady.

Grave goods: Sir Chyde was buried with the following items of note: the sword with which he slew the fairy giant Butter-for-Bones, his moonstone engagement ring, the portrait of the Lady that he had commissioned.

The sealing of the tomb: Sir Chyde's tomb was a site of pilgrimage for many years, until a series of hauntings caused the Pluritine Church to place magical wards and seal it off.

Outside the Mound

RANDOM EVENTS (1-in-6 Chance Every Two Turns)

- 1 A PC suddenly spots a **ghostly, violet-eyed owl** gazing down from a high branch. **Save Versus Spell** or fall into a faint for 1d6 Turns.
- 2 **1d4 tipsy goblin merchants** (*DMB*) climb cautiously out of a trapdoor in the forest floor; lanterns held aloft. They have stepped into Dolmenwood from Fairy, seeking rare night-fruits.
- 3 A **gust of wind** whips the branches of the trees into a frenzy. PCs near trees must **Save Versus Hold** or be struck for 1 damage. Flames sputter and may go out: torches 4-in-6 chance, lanterns 2-in-6.
- 4 A **huge, warty toad** creeps over, eyes the PCs quizzically, and utters a single, croaking word: “Betrayal”.



1 APPROACHING THE BURIAL MOUND

Brambles (half burying the paths).
Twisted trees (seem to close in as PCs pass by, blocking their way out).
Clanking metal sound (irregular, from owls in Area 2).

Looming Ahead

Circle of standing stones (see Area 2). **Flat-topped hillock** (evidently artificial, see Area 3).

2 THE WHYTHING STONES

Woodland glade (old, twisted hazel and oak). **Mistletoe** (hanging in boughs). **Still, silent atmosphere** (as if hallowed).

Stone Circle

Seven trilithons (7' tall). **Runes-etched** (eldritch markings which reflect moonlight). **Mossy** (clad with dangling beards).

The runes: Magical script which (if deciphered) appears to have some function in rituals of summoning.

Clearing the moss: Carved at the base of each stone are images of icy fey figures wailing and writhing, as if in torment.

Twitching Stag Skeleton

Lying in the circle (twitching erratically). **Slime-coated** (bright green, glowing, evaporating). **Green haze** (lingering cloud of evaporating slime).

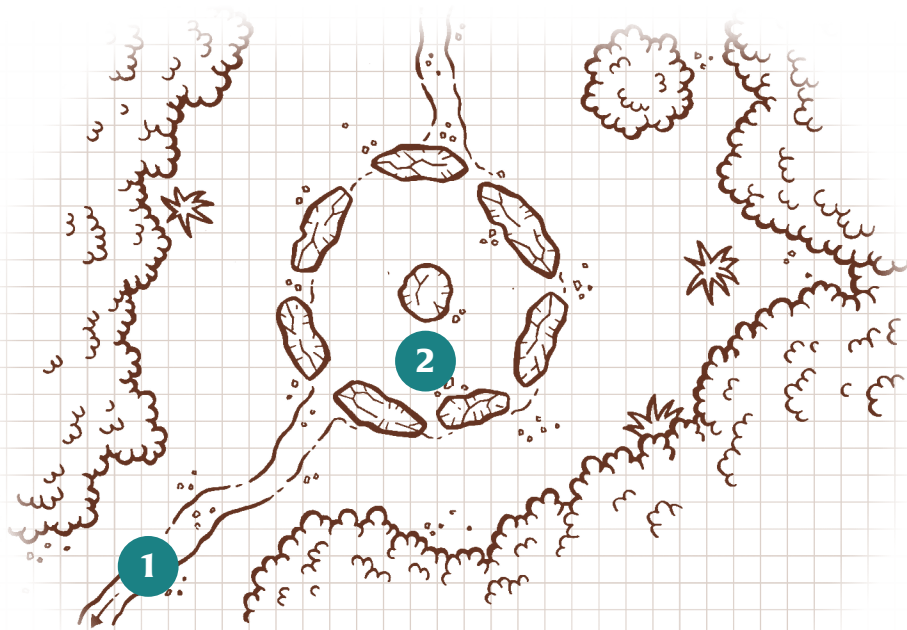
Breathing the haze: Acrid. Brings on a light-headedness.

13 Iron Owls

Crude metal cut-outs (flat). **Hang-ing from trees** (wings spread wide, clanking in the breeze). **Rusty** (rain streaked). **Pentagram eyes** (graven).

Touching: Character gets chills.

Natives of Dolmenwood: Recognise the owls as symbols of the Drune.



3 TOMB ENTRANCE

Thorny tangle (brambles and wild roses). **Faint path to door** (disused, overgrown).

Tomb Door

Granite slab (sealing the mound).
Overgrown (covered in lichen and wild roses).

Moving the slab: Requires a combined Strength of 40+. (Max 4 characters.)

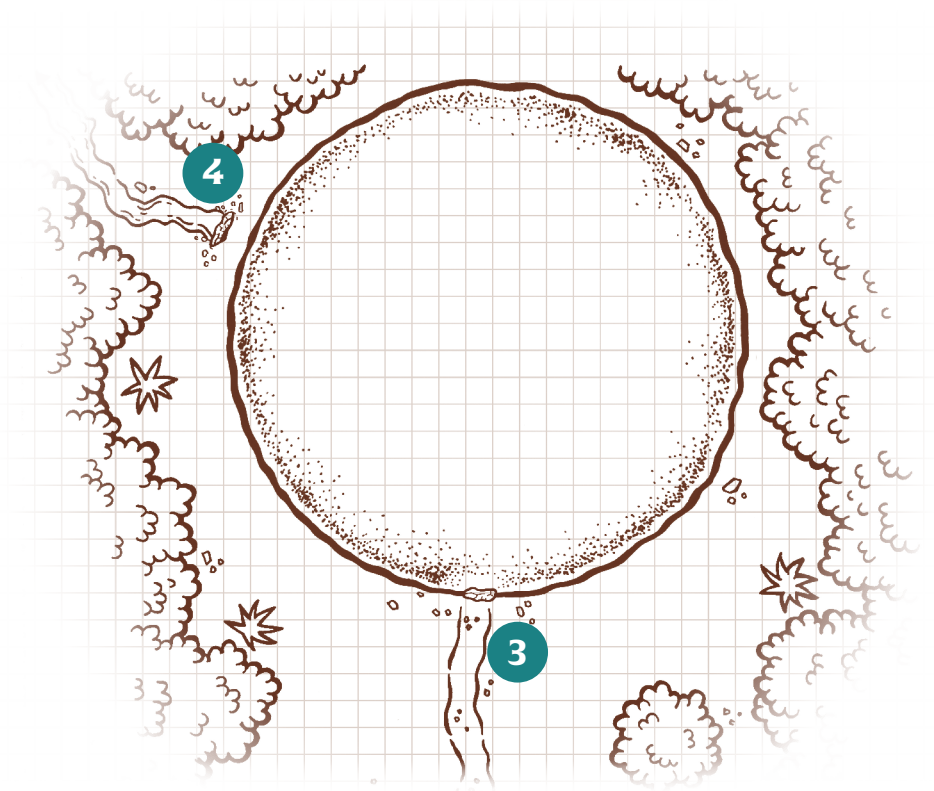
Breaking the slab: Takes 6 Turns. Characters' Strength bonuses reduce this time. (Minimum 2 Turns.)

Stairs into the Mound

Descend 20' (into the earth, to Area 5). **Dusty** (caked with centuries of undisturbed dust). **Deathly silence** (disturbed by PCs' footsteps). **Dank smell** (moist and mouldy).

If examined: Scratches are discovered. Looks like something heavy was dragged up the stairs (a long time ago).





4 WORM HOLE

2' wide hole (narrow). **At the edge of the mound** (burrows into the earth beneath).

Illuminating the hole: Reveals tunnel descending 15' to a chamber below (Area 10).

Making noise: Attracts the worm-tongues that lurk inside (see Area 10).

Crawling down: Disturbs the worm-tongues that lurk inside (see Area 10). The tunnel emerges after 15' in Area 10.

Slime Trails

Goopy (like sticky jelly).

Opalescent (nearly transparent).

Tracking: The trails lead from the hole into the woods and back. A successful **Tracking Check** (+2 bonus) discerns trails of three slug- or worm-like creatures.

Touching: A slight acidity can be detected, if the slime is touched with bare flesh. (Not enough to cause damage.)

The Burial Mound

RANDOM EVENTS (1-in-6 Chance Every Two Turns)

- 1 A **vision of a beautiful elf woman**, dressed all in white, with scintillating skin and a star upon her brow. She appears in empty space and says “The ring... The ring holds the key... My eternal salvation”, before disappearing into mist.
- 2 The sound of **hounds baying**, echoing through the crypt.
- 3 The **2 floating skeletons** from Area 8, waltzing through on a tour of the tomb.
- 4 **1d3 wormtongues** (p17) break through the walls, hungry for living flesh.

5 HALL OF GUARDIANS

Stone blocks (walls, ceiling 10', and floor). **Musty** (dank, stifling air). **Wet** (ceiling and walls). **Dusty floor** (conceals a mosaic—see **Dusty Floor**).

4 Religious Objects

Standing on plinths (in the corners of the room). **Mouldy** (covered with mustard-coloured fur).

Items: All about 1' tall. A silver Chapes holy symbol (200gp), a wooden statue of a cherub, a holy book (The Doctrine of St Sedge, 100gp), a thick candle.

Reaction: If a non-Lawful character sets foot in the room, the objects float into the air and attack.

Speech: When animated, the objects speak in a shrill, sanctimonious tone, scolding PCs for their misdeeds (including entering the tomb). They are otherwise mindless and cannot be reasoned with.

Double Doors (to Area 8)

Heavy stone (streaked with damp).
Inscription (“The Most Dear”).

Dusty Floor

If disturbed: Movement in the room reveals colours beneath the dust.

If cleared: A mosaic is revealed, along with scratches on the floor.

The mosaic: Depicts Sir Chyde atop a white charger, piercing the heart of a frost elf. An inscription in Old Woldish reads “Here lies noble Sir Chyde, slayer of Frost, defender of the King”. Speakers of modern Woldish recognise the name and the words for “Frost” and “King”.

The scratches: Something heavy was dragged from Area 7 (a long time ago).

RELIGIOUS OBJECTS

SMALL CONSTRUCT | MINDLESS | LAWFUL

Level 1 AC 14 HP 3, 3, 4, 5 Saves D12 R13 H14 B15 S16 Att Bash (+0, 1d3) Fly 30 Morale 12 XP 15

When killed: A cloud of mould spores erupts. Anyone in melee: **Save Versus Doom** or suffer 1d2 damage and choke for 1 Round (cannot act).

Turning: While not undead, they can be placated (returned to their plinths) by a successful turn undead attempt.

6 BLINDFOLDED STATUE

Stone blocks (walls and floor).
Vaulted ceiling (10' high).

Stairs Down to Area 14

Tree-branch archway (stone carved into the likeness of interwoven trees, at the top of the stairway). **Pristine steps** (finely cut stone, free of dust).

Illuminating the stairs: Reveals the shimmering of reflections off water.

White Marble Statue

A fair elf or human woman (long, flowing hair and robe, upon her brow a star). **Blindfolded** (black cloth wrapped around the statue's head, covering her eyes). **Beseeching silence** (finger raised to her lips). **Facing the stairs** (see **Stairs Down to Area 14**). **Round plinth** (also of marble, 3' across, 1' high).

Removing the blindfold: Embroidered golden Chapes holy symbols inside.



7 FREEZING MIRROR

Stone blocks (walls and floor).
Vaulted ceiling (10' high). **Chill atmosphere** (frosty breath).

Stairs Down to Area 14

Tree-branch archway (stone carved into the likeness of interwoven trees, at the top of the stairway). **Pristine steps** (finely cut stone, free of dust).

Illuminating the stairs: Reveals the shimmering of reflections off water.

Empty Statue Plinth

White marble (round, 3' across, 1' high). **Scratches on the floor** (as if a heavy statue was dragged away, towards Area 5).

Full-Length Mirror

Silver frame (beautifully wrought, engraved with unicorns at play and Chapes holy symbols). **Hung from the wall** (behind the **Empty Statue Plinth**). **Facing the stairs** (see **Stairs Down to Area 14**).

Passing in front: **Save Versus Hold** or be permanently frozen still. Victims can be unfrozen by holy water, *Lesser Healing*, or sunlight.

Covering the mirror: Bypasses the freezing effect.

Value: 1,000gp.

Removing from the tomb: Its magical properties fade after one month.

8 FAMILY CRYPT

Stone blocks (walls and floor).

Vaulted ceiling (20' high).

2 Floating Skeletons

Dancing in mid-air (arm in arm, slowly waltzing above the **Fissure in the Floor**). **Slick with moisture** (covered with **Slime Vapour**). **Jewellery** (one wears a pearl necklace, the other a gold medallion, worth 500gp each).

Reaction: Welcome strangers to join the dance. Attack vehemently if any of the coffers are disturbed.

Speech: Distant whisper. Old-fashioned Woldish (but not as old as Old Woldish).

Knowledge: Recall little of their former lives, but react fondly at the mention of Sir Chyde or any of their children.

FLOATING SKELETONS

MEDIUM UNDEAD | **SENTIENT** | **NEUTRAL**

Level 2 AC 11 HP 8, 10 Saves D12
R13 H14 B15 S16 Att Claws (+1, 1d4)

Fly 30 Morale 12 XP 35

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

Dark sight: Can see normally without light.

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

When hit: Any melee weapon that hits becomes weightless for a moment (–1 to Attack Rolls next Round).



Fissure in the Floor

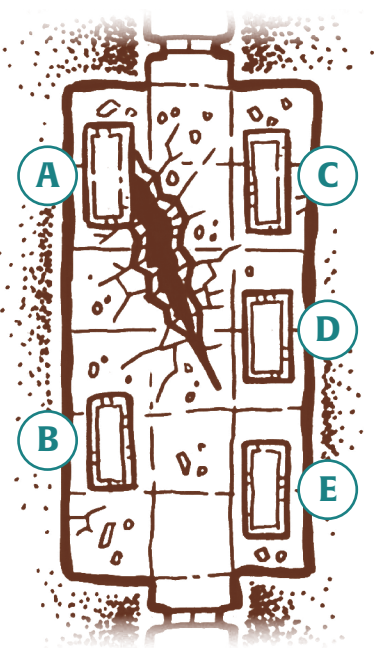
Indeterminate depth (upon first glance). **Sheets of slime** (transparent, dripping from a hairline crack in the ceiling above. See **Slime Vapour**).

Looking down: PCs who gaze into the fissure catch glimpses of glimmering light below, like sunlight reflected off snow.

Delving: People or objects that descend more than 15' into the fissure drift down from the sky, snowflake-like, in Fairy (Area 15). Though the fall seems long, it is harmless.

Stone Coffers

A and B lie open (lids pushed aside, draped with **Slime Vapour**). **Tarnished brass plaques** (at the foot).



Brass Plaques on Coffers

Portraits (engraved). **Names** (along with relationship to Sir Chyde).

A: Lady Amaranda (mother): Tall, elegant, stick-like, big nose, holding a book.

B: Lord Brigforwith (father): Stocky, round head, chunky beard.

C: Brandywith the Good (elder brother): Bespectacled, head bowed, leaning on a staff.

D: Brigford the Wise (younger brother): Chainmail, hound at his side, bow in hand.

E: Emaline the Chaste (sister): Petite, mourning veil, cradling a cat.

Inside the Coffers

A, B: Empty.

C: A skeleton with an ash staff.

D: A skeleton dressed in rusted mail.

E: Two skeletons: one human, one feline.

Slime Vapour

Sheets of slime (transparent). **Drips into the fissure** (from a hairline crack in the ceiling). **Coats the dancing skeletons** (their eternal rest was disturbed by the slime).

Touching with objects: The object is coated in slime and becomes lighter than air, drifting up to the ceiling.

Touching with flesh: The character must **Save Versus Spell** or be coated in slime and become lighter than air, drifting up to the ceiling.

Removing: Weightlessness lasts 2d4 hours, unless the slime is magically removed (e.g. *Dispel Magic*) or burned off (inflicts 1d6 damage on character).



9 CHAPEL OF ST SEDGE

Stone blocks (walls and floor).
Vaulted ceiling (20' high).

Wooden Pews

Decaying (with age, once solidly built).

Stone Altar

Statue of St Sedge (a holy warrior holding a thick, red candle aloft).

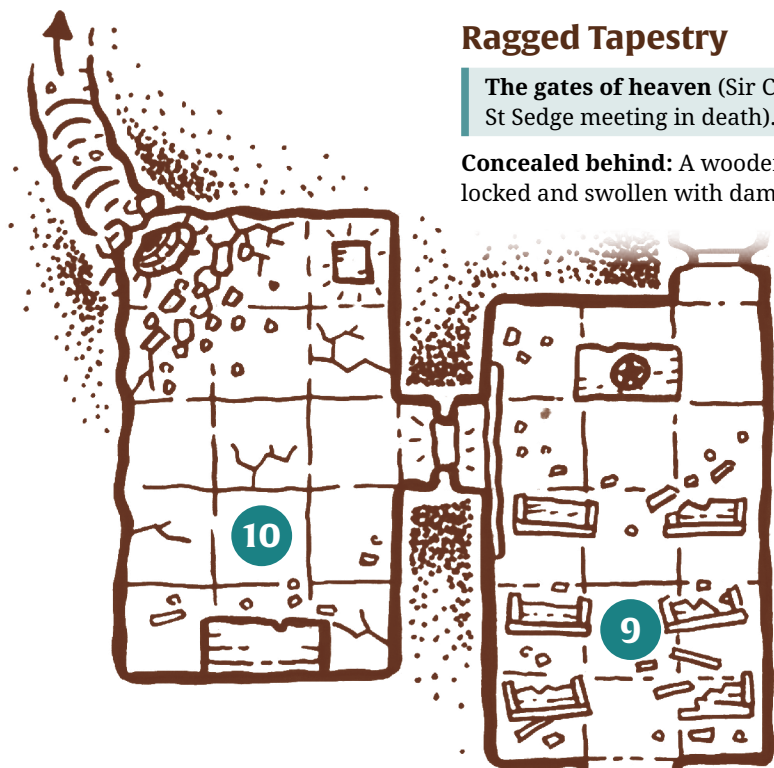
Dried wax (red, has dripped down the statue onto the altar). **Velvet cloth** (disintegrating).

Lighting the candle: Wind rushes. Distant neighing and victorious battle cries.

Ragged Tapestry

The gates of heaven (Sir Chyde and St Sedge meeting in death).

Concealed behind: A wooden door, locked and swollen with damp.



10 ABANDONED PRIEST'S QUARTERS

Stone blocks (walls, ceiling 10', and floor). **Musty** (dank, stifling air). **Wet** (ceiling and walls).

Door

Wood swollen (with damp). **Locked**.

Collapsed Wall

Rubble (piled in the corner). **Dark earth** (behind the collapsed stonework). **Narrow tunnel** (2' wide, delves upwards).

In the tunnel: 3 wormtongues lurk.

Crawling up: Leads to Area 4.

3 Wormtongues

Squirming, tongue-like worms (dark pink, bumpy). **4' long** (thigh-thick). **Tooth-ringed mouths** (like lampreys). **Eyeless** (attack by taste). **Lurking** (tunnel by the collapsed wall).

Reaction: Disturbed by noise in the room. Ravenously attack. Easily distracted by fresh meat.

Mouldy Writing Desk

Decaying wood (carved with angels). **Locked drawer** (easily smashed open).

Inside the drawer: An old, mould-covered book—pages stuck together with damp, indecipherable.

Inside the book cover: A brass sheet, inscribed with a pastoral poem about Sir Chyde hunting with his favoured hounds. One of the dogs is named Flaegr.

Loose Flagstone

Locating: A successful **Search Check** or carefully tapping the floor will find it.

Underneath: A small space containing a locked metal box with engraved serpents coiled around the lock.

The lock is trapped: With a poison needle: **Save Versus Doom** or suffer 1d6 damage and fall unconscious for 1d6 Turns.

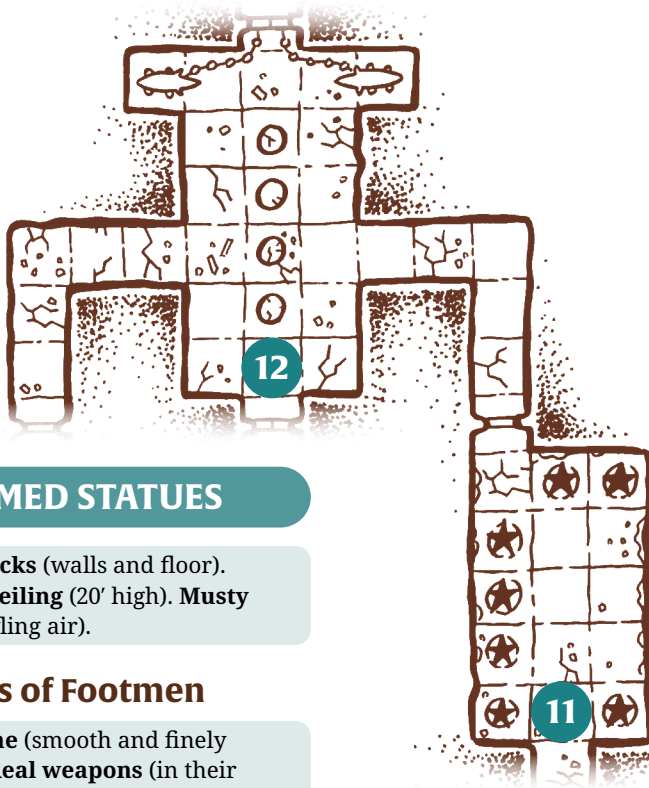
Inside the box: A silver Chapes holy symbol (50gp), a holy scroll of *Hold Person*, a prayer book of stamped gold leaf (worth 500gp), a box of 20 holy wafers (preserved after all these years—they are magical, each cures 1 HP.)

WORMTONGUES

SMALL BUG | ANIMAL INT. | NEUTRAL

Level 1 AC 12 HP 3, 4, 5 Saves D12 R13 H14 B15 S16 Att Bite (+0, 1d4 + acid)
Speed 40 Morale 7 XP 15

Acid: Causes 1 damage per Round until washed off (e.g. with water).



11 ARMED STATUES

Stone blocks (walls and floor).
Vaulted ceiling (20' high). **Musty**
 (dank, stifling air).

7 Statues of Footmen

Dark stone (smooth and finely carved). **Real weapons** (in their hands—see below).

Flanged mace: With a spiralling hilt.

Club: With 2"-long spikes.

Battle axe: Engraved with a horse's head.

Warhammer: Head shaped like a boar.

Longsword: With wavy blood grooves. It is a *Fairy Sword (Arrogant, DCB)* formerly wielded by Sir Chyde.

Halberd: With a mouldy pennant.

Spear: With serrated blade.

Mould-Patched Walls

Yellow and purple (vivid fuzz).

Disturbing the mould: Raises a cloud of spores. Everyone within 10' must **Save Versus Doom** or suffer 1d4 damage and be stricken with violent coughing and choking for 1 Turn.

Faded Battle Mural

Painted on east wall (mouldy). **Sir Chyde** (on horseback, in battle). **His right hand** (raised, obscured by mould). **Hounds** (two hunting hounds at his side, partially obscured by mould). **Frost elf army** (arrayed against the knight).

The knight's hand: If the mould is cleared (see **Mould-Patched Walls**), PCs see a longsword with wavy blood grooves, surrounded with a white glow.

The hounds: If the mould is cleared (see **Mould-Patched Walls**), the name of one of the hounds is revealed, written on its collar (Chedr).

12 HALL OF HOUNDS

Stone blocks (walls and floor).
Vaulted ceiling (20' high).

Pillars

Relief carvings (scenes of war against frost elves).

Double Doors (to Area 13)

Massive stone (smooth surface).
Inscription (deeply cut: "Call to the Companions"). **Locked** (and warded by magic).

The riddle: Speaking the names of both Sir Chyde's hounds (Flaegr and Chedr) causes the doors to open.

Touching the doors: Without speaking the names causes the **2 Stone Hounds** to animate and attack.

2 Stone Hounds

Flanking (the Double Doors).
Chained (to the doors' base). **Larger than life** (8' tall).

STONE HOUNDS

LG. CONSTRUCT | ANIMAL INT. | NEUTRAL

Level 4 AC 16 HP 17, 19 Saves D10
R11 H12 B13 S14 Att Bite (+3, 1d8)
Speed 40 Morale 12 XP 130

Chained: Can't leave this room.

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

Immunities: Only harmed by magic or magic weapons.



13 THE KNIGHT'S TOMB

Stone blocks (walls and floor).

Vaulted ceiling (15' high).

The Ghost of Sir Chyde

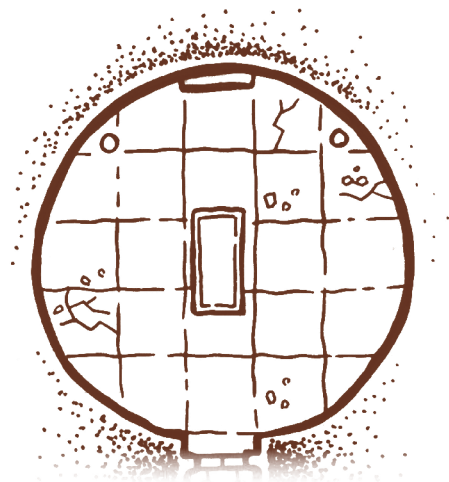
Pale (semi-transparent azure). **Thin** (drawn with age). **Armoured** (full plate with helm visor raised). **Maudlin** (forlorn and love-lost). **Kneeling** (before the **Hanging Portrait**).

Reaction: Beseeches PCs to help him join his beloved in Fairy (via the stairs in Area 6 or 7) and finally take her hand in marriage, after centuries apart. Does not appreciate tomb robbers, and will attack them.

Speech: Wavering, fades quiet and loud. Old-fashioned Woldish (but not as old as Old Woldish).

Desires: A living person to take his ring (in the coffer) to the lower level of the tomb (Area 14), where he believes his love awaits him.

Knowledge: The stairs in Areas 6 and 7 allow entrance to Fairy, where the princess waits, imprisoned.



Stone Coffer

Carvings (a likeness of Sir Chyde, leaf patterns).

Inside: Lays the skeleton of the knight.

Upon its wrists: A pair of copper bracelets engraved with owls. Their eyes are amethysts. (Each bracelet is worth 1,000gp.)

Upon its finger: A bronze band set with a moonstone, with fittings in the form of woven branches. (See **Ring of Soul-Binding**, p32.) The ghost is tethered to the ring—he cannot exist more than 10' from it.

If the ring is removed: The ghost disappears. This is only temporary, however—it is able to manifest once per day, haunting the one who stole the ring (see **Epilogue**, p30).

If the ring is crushed: Its power ends. The knight's soul is released and vanishes into the afterlife.

Hanging Portrait

A fair elf woman (with long, radiant blonde hair and white robe, upon her brow a star). **Amid a stone circle** (the background depicts a scene PCs may recognise—the Whything Stones, Area 2). **Grimed with dust** (aged and damp).

If restored: Worth 1,500gp.

2 Silver Candlesticks

Floor-standing (4' tall). **Tarnished and blotchy** (after years entombed).

If cleaned: Worth 200gp each.

THE GHOST OF SIR CHYDE

MEDIUM UNDEAD | SENTIENT | LAWFUL

Level 5 AC 16 HP 26 **Saves** D10 R11 H12 B13 S14 **Att** Touch (+4, 1d6 + ageing) **Speed** 5 **Morale** 11 **XP** 460

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

Dark sight: Can see normally without light.

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

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

Ageing touch: Target ages 2d20 years. Fairies do not age but must **Save Versus Spell** or be afflicted with terror and flee for 1d6 Rounds.

Turning: If turned, disappears for 24 hours.

Tethered: To the ring (in the coffer). Can't exist more than 10' away from it.



14 WARDED POOL

Stone blocks (walls and floor).

Vaulted ceiling (20' high). **Shimmering pool** (fills the room). **Statue of an elf or human woman** (centre of pool, white marble, long, flowing hair and robe, upon her brow a star).

Candle Ward

Ghostly candles (dozens, floating in mid-air). **At the base of the stairs** (from Areas 6 and 7). **Warding the way** (it is not possible to pass the bottom step without passing through the candles).

Fairy PCs: Feel the presence of the ageless realm pressing against the ward, from beyond the candles.

Passing through the candle ward: Characters feel a wave of awe and a brief vision of angelic guardians. The vaulted chamber dissolves and reforms into an outdoor scene with a white tower upon an island in a frozen lake—PCs appear in Area 15.

Returning: Characters who came from the tomb can pass back through the ward (see Area 15, **Paths into the Forest**), but it is impassable to others from Fairy. Upon returning, 1d6 days have passed in the mortal world.

Dispelling: The ward is immune to fairy magic, but can be dispelled by others. Treat as if cast by a Level 10 cleric.

REFEREE'S NOTE (AREA 14)

The vaulted chamber that characters perceive before passing through the ward is the bottom level of the tomb as it exists in the mortal world. The nature of reality has been warped here by the action of the *Ring of Soul-Binding*, over the many centuries it has lain in the tomb. Fairy is now more present here than the mortal world.

The wards at the bottom of the stairs were placed by the Pluristine Church when the tomb was sealed, in order to prevent further encroachment from Fairy.



The Fairy Prison

RANDOM EVENTS (1-in-6 Chance Every Two Turns)

- 1 **1d3 mounted frost elf knights** (*DMB*) emerge from the forest to attend the feast.
- 2 A **cawing white raven**. Brings a message to the princess, announcing the arrival of her friend, Lord Mantle-of-Runes.
- 3 A sleigh pulled by stags rushes from the forest. The **sleigh-rider** (goblin, *DMB*) brings gifts to the tower: fairy fruits, ice wines, and a cauldron of steaming soup.
- 4 **2d6 dire wolves** (*DMB*) exit the forest and sniff around the lake, seeking prey.

15 TOWER ON A FROZEN LAKE

Wintry glade (2' deep snow, pristine and crunchy). **Bitter cold** (shivering, breath forms streams of vapour). **Footprints** (larger-than-human, lead from tower to edge of woods and back). **Snowflakes** (drifting gently down). **Sparkling sunshine** (glints off the crystalline snow).

Frozen Lake

Ice-skating patch (cleared on the lake). **Frozen solid** (5' thick).

White Marble Tower

Solid door (unlocked, polished cherry wood, black iron fittings). **Icy walls** (–2 to Climb Wall Checks). **Frost-patterned windows** (can be smashed open). **Plume of smoke** (thin, bluish, rising from the summit).

Knocking on the door: The troll and goblin doormen (Area 16) answer.

Purple Crack in the Sky

Sticky, purple drips (occasionally fall from the crack, staining the snow).

Hoar-Clad Forest

Dark fir-wood (heavy with snow). **Mossy corpses** (piled in the trees).

The corpses: A dozen assorted humanoid corpses, including woodgrues, goblins, and some unidentifiable. Piled here by the troll Grimmlegridge (Area 16), who consumes the moss growing on them.

Wandering in the forest: Characters who wander in the fairy woods may encounter giant spinning spiders, frost elf wanderers, or dire wolves (*DMB*).

Paths into the Forest

Ghostly candles (dozens, floating in mid-air). **Blocking the way** (it is not possible to step onto the paths without passing through the candles).

Passing through: Characters who came from the tomb can pass through the ward (it is impassable to others from Fairy), appearing at the bottom of the stairs in 14. 1d6 days have passed in the mortal world.

Dispelling: The ward is immune to fairy magic, but can be dispelled by others. Treat as if cast by a Level 10 cleric.

16 ENTRANCE HALL

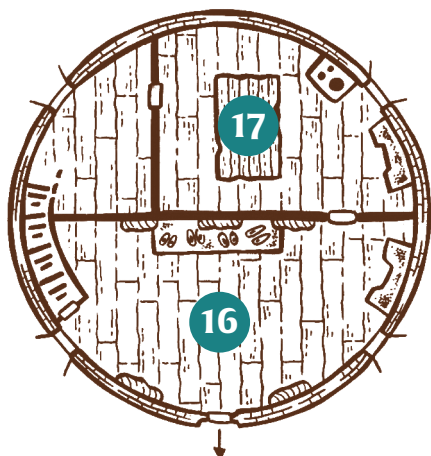
Walnut panelling (walls, ceiling 10'). **Polished floorboards** (deep walnut). **Cosy atmosphere** (toasty warm). **Delicious aroma of baking** (from the door to Area 17). **Muted voices** (from the stairs up to Area 18).

The Doormen

Hulking, clay-like humanoid (the troll Grimmlegridge). **Palanquin on its back** (scarlet awnings). **Scrawny little rider** (the goblin Griddlegrim).

Furnishings

Garlands hung from ribbons (white roses and pale blue forget-me-nots). **Winter hats and coats** (dozens of each, bulging out from hooks around the walls). **Boots and ice skates** (lined up neatly on shoe racks). **Fireplace** (melting icicles burning with pale blue flames).



Grimmlegridge (Troll)

Hulking, obese (10' tall). **Hairless** (clay-like flesh). **Hessian clothes** (ragged and filthy). **Bulging pouch** (humanoid bones coated with moss). **Glowering** (moody and dull-witted).

Reaction: Does what Griddlegrim tells him. Secretly wants to squash PCs and add their fertile bodies to his moss-corpse collection at the edge of the forest (Area 15).

Speech: Slow grumbling. Woldish, Sylvan.

GRIMMLEGRIDGE

LARGE FAIRY | SENTIENT | NEUTRAL

Level 8 AC 13 HP 45 Saves D8 R9 H10 B11 S12 Att 2 fists (+7, 1d10 + moss growth) Speed 40 Morale 10 (or 8, see *Fear of fire*) **XP 1,440**

Cold iron: Suffers 1 extra point of damage from cold iron weapons.

Regeneration: If damaged, gains 3 HP at the start of each Round, as long as he is alive. Severed limbs reattach.

Return from death: If killed (0 HP), regenerates 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.

Griddlegrim (Goblin)

Scrawny (big head, spindly neck). **Dark blue skin** (warty and wrinkled). **Huge yellow eyes** (penetrating). **Dressed in purple finery** (velvet). **Jovial** (whimsical sense of humour).

Reaction: Checks names of all who come to the door. Allows invited guests (including Sir Chyde and family) to enter. Will let uninvited people in if they eat a mushroom from his pouch. **The mushrooms** have magical effects when eaten (see **Pouch of Limitless Fungi**, p32).

Speech: Excited cackling. Woldish, Sylvan.

GRIDDLEGRIM, MAGICIAN

SMALL FAIRY | SENTIENT | NEUTRAL

Level 2 AC 12 HP 10 Saves D12 R13 H14 B15 S16 Att Spear (+1, 1d6) Speed 40 Morale 7 XP 35

Cold iron: Suffers 1 extra point of damage from cold iron weapons.

Spells: **Rank 1** *Ignite / Extinguish, Ingratiate, Vapours of Dream*, **Rank 2** *Phantasm*.

17 FAIRY KITCHEN

White tiles (pale blue sheen, walls, ceiling 10'). **Polished floorboards** (deep walnut). **Delicious baking aroma** (currants and spice). **Steam** (bubbling pots of broth).

Furnishings

Fireplace (melting icicles burning with pale blue flames). **Cast-iron stove** (bubbling stockpots, currant buns in the oven). **Chunky table** (flour, pastry). **Pantry cupboard** (tall shelves stuffed with candied fruits, frozen game, ice wines).

Raiding the pantry: The deeper one delves, the larger the pantry seems. There is a 1-in-6 chance per person per Turn of finding something of value (worth $2d10 \times 10gp$ in the mortal world). Rare fairy wines, jellied dreams, sprite dust, storytelling cakes.

2 Frost Elf Cooks

Chubby (short and stout). **Pearly eyes** (twinkling). **Blue skin** (frost-chilled). **Flustered** (but orderly).

Reaction: Shout orders, demanding PCs help carry more food up to the feast.

Speech: Curt, frosty. Woldish, High Elfish.

Knowledge: The princess's guests await the arrival of Sir Chyde, her betrothed.

FROST ELF COOKS

MEDIUM FAIRY | SENTIENT | NEUTRAL

Level 1 AC 11 HP 3, 3 Saves D12 R13 H14 B15 S16 Att Knife / rolling pin (+0, 1d3) Speed 40 Morale 7 XP 10

Cold iron: Suffer 1 extra point of damage from cold iron weapons.

Conjure treats (once a day per subject): Can conjure a mortal's or animal's favourite treat out of thin air. The treats are real (not illusionary), but do not provide sustenance.



18 WEDDING FEAST

Walnut panelling (walls, ceiling 10').
Polished floorboards (deep walnut).
Delectable aroma (fine wines and roasted meats).

Furnishings

Feasting table (decked with luxurious provender). **14 wooden chairs** (carved with grimacing faces, draped with furs). **Fireplace** (melting icicles burning with pale blue flames).

The Feast

Roast swans (stuffed with black-birds). **Mountains of fruit** (dripping syrup). **Ice wines** (chilling in buckets).
Violet spirits (in crystal decanters).

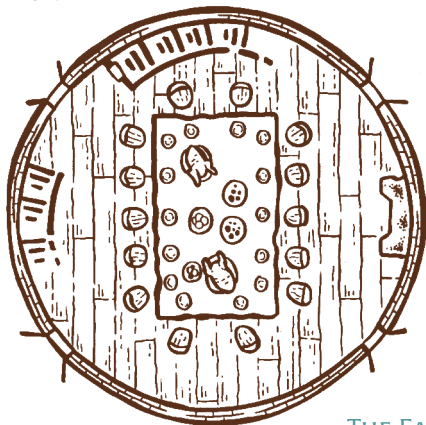
Eating or drinking: Mortals who eat or drink must **Save Versus Spell** or forevermore yearn to return to Fairy.

6 Frost Elf Guards

Standing respectfully (at the edges, but will leap to action if needed).

Reaction: Escort uninvited guests to the princess (Area 19).

Speech: Eloquent, martial. Woldish, High Elfish.



Guests

7 frost elf gentry (proud, haughty, decadent, foppish, dressed in silk and lace). **Uncomfortably subdued** (quietly sipping wine). **Timeless** (the princess's guests have been waiting centuries).

Reaction: Ambivalent, but call the guards if disturbed.

Speech: Listless, aristocratic drawl. Woldish, High Elfish, Sylvan.

FROST ELF GUARDS

MEDIUM FAIRY | SENTIENT | NEUTRAL

Level 2 AC 16 HP 6, 8, 8, 9, 10, 11

Saves D12 R13 H14 B15 S16 **Att** Spear (+1, 1d6) **Speed 20 Morale 9 XP 20**

Cold iron: Suffer 1 extra point of damage from cold iron weapons.

FROST ELF GENTRY

MEDIUM FAIRY | SENTIENT | NEUTRAL

Level 3 AC 11 HP 9, 11, 15, 15, 16, 17, 20

Saves D11 R12 H13 B14 S15 **Att** Icicle dagger (+2, 1d4) **Speed 40 Morale 7 XP 40**

Cold iron: Suffer 1 extra point of damage from cold iron weapons.

Runes: 2 of the gentry can use the following fairy runes: **Lesser** (once per day) *Fog Cloud*, *Proof Against Deadly Harm*, *Rune of Vanishing*, *Sway the Mortal Mind*. The XP award for defeating the rune-users is 65.

19 THE PRINCESS'S BEDCHAMBER

White wainscoting (on grey stone walls, ceiling 10'). **Polished floorboards** (deep walnut). **Hushed** (noise from elsewhere seems suppressed).

Princess Snowfall-at-Dusk

Beautiful (ageless, otherworldly). **Blonde hair** (the colour of the winter sun). **Pale skin** (scintillating like fresh snow). **Blue eyes** (crystalline). **Clad in white** (floaty gown). **Star on her brow** (a flashing crystal, bound with silver cord, worth 300gp). **Regal** (dignified, benevolent). **Resigned to her fate** (but not without hope).

Reaction: Excited at the possibilities strangers present (especially visitors from the mortal world).

Speech: Melodious, regal. Woldish, Sylvan, High Elfish.

Desires: To be reunited with her love, Sir Chyde, who was tragically taken from her by his mortality. (See **The Princess's Plea**.)

Knowledge: Sir Chyde's soul lingers in his tomb. The names of his hounds are Chedr and Flaegr. The warded paths into the forest lead to his tomb in the mortal world.

Magical ban: Cannot leave the glade in which her tower stands (Area 15), unless she renounces her love for Sir Chyde. The ban is also effective against magical summons or teleportation (e.g. the power of the *Ring of Soul-Binding* to physically unite the bound persons on nights of the full moon).

If attacked or robbed: Summons all guards and gentry to her aid (see Area 18).

The Princess's Plea

Her wish: She yearns to be reunited with her love, Sir Chyde.

Proposal: The PCs return to the tomb and bring her the ring that lies in Sir Chyde's coffer. His soul will follow, bringing the two lovers together and allowing them to finally be married. See **Epilogue, p30**.

Possible rewards: Jewels. Resurrection of a recently deceased companion (using the fairy rune *Unravel Death*). Her *Amulet of Ruvanaith* (in her jewellery box).

Furnishings

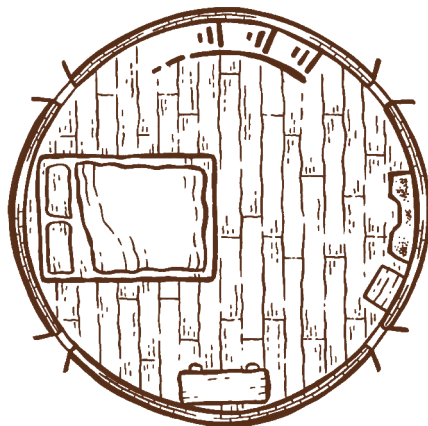
Canopy bed (veils of snow dust, decked with white wolf skins).

Dressing table (jewellery boxes).

Wardrobe (stuffed with coats and gowns). **Fireplace** (melting icicles burning with pale blue flames).

In jewellery boxes: 30 ice-jewels (200gp each), 12 necklaces of fairy silver (150gp each), a sapphire set in a platinum brooch wrought like spiky hoarfrost (1,000gp), an *Amulet of Ruvanaith* (see **p32**).

In wardrobe: 20 fur coats and 20 scintillating gowns (100gp each)—many more than should fit inside.





PRINCESS SNOWFALL-AT-DUSK

MEDIUM FAIRY | SENTIENT | NEUTRAL

Level 5 AC 12 HP 19 **Saves** D10 R11 H12 B13 S14
Att Icicle dagger (+4, 1d4) **Speed** 40 **Morale** 8 **XP** 360

Cold iron: Suffers 1 extra point of damage from cold iron weapons.

Runes: **Lesser** (twice a day) *Deathly Blossom*, *Rune of Vanishing*, *Sway the Mortal Mind*, **Greater** (once a day) *Ice Storm*, **Mighty** (once ever) *Unravel Death*.

Epilogue



THE LOVERS REUNITED

If the *Ring of Soul-Binding* is brought to Princess Snowfall-at-Dusk, the ghost of Sir Chyde immediately manifests. The knight and the princess embrace, as if able to feel each other's touch, even though he remains insubstantial. They both weep tears of joy and centuries-long heartache.

A wedding ceremony takes place in Area 18, whereby the guests shower the couple with frosted rose petals and Sir Chyde vows to share eternity with his immortal beloved, even if in the form of a ghost. A great feast ensues. The formerly subdued atmosphere is replaced with one of great joy and mirth.

Friendly PCs are invited as guests of honour. Those who aided the couple are gifted with rewards (see **Possible Rewards**, p28).

THE RING IN FAIRY

If the *Ring of Soul-Binding* is brought from Sir Chyde's tomb into Fairy, the two worlds quickly start to drift apart. Within a day or two, the doorways between Areas 14 and 15 cease to exist—Area 14 becoming once more a vaulted chamber with a pool.

The reunion of the lovers does not undo the magical ban that keeps Princess Snowfall-at-Dusk imprisoned in the tower. Deeper magic or the intervention of the Cold Prince himself would be required for this. Likewise, Sir Chyde remains a ghost tethered to the ring. Only with powerful magic (e.g. a wish) could he be fully returned to life.

Sir Chyde or the princess might find a way to contact the PCs in the future, asking for their aid in these matters.

THE RING STOLEN

If the *Ring of Soul-Binding* is removed from the tomb but not given to Snowfall-at-Dusk, the one who possesses it will be haunted by nightly visitations from the ghost of Sir Chyde.

At first, the ghost will plead with the thief to return the ring, promising the generosity of his elf bride. If the thief is stubborn in their refusal to cooperate, the ghost becomes angry and violent.

Only by slaying the ghost, unbinding the ring (see **p32**), or returning it to the Princess can the haunting be ended.



A DOOR TO FRIGIA

If the *Ring of Soul-Binding* remains in the mortal world, the doorways connecting Sir Chyde's tomb with Princess Snowfall-at-Dusk's prison in Fairy persist.

The tower in which Princess Snowfall-at-Dusk is imprisoned is located in an obscure reach of Frigia—the fairy kingdom of the Cold Prince (see **Fairy Nobles and Their Dominions, DCB**). This region of Frigia has been drawn close to the mortal world, due to the action of the *Ring of Soul-Binding* over the centuries that it has lain in the tomb of Sir Chyde. The wards placed when the tomb was sealed prevent natives of Frigia from passing between the two worlds, but travel from Dolmenwood into Frigia is perfectly possible.

PCs who discover this door into Fairy may wish to use it for any number of schemes beyond the scope of this adventure.

The Cold Prince is ever seeking for ways to return to Dolmenwood, so such a door in his own kingdom would be a priceless discovery. The wards preventing access to the tomb from Fairy cannot be dispelled by fairy magic, but if a mortal could be persuaded to undo this magic...

Magic Items

AMULET OF RUVANAITH

An amulet of fairy silver carved with the head of a bowing longhorn knight. Such amulets were granted by the Cold Prince to his most loyal breggle servitors, in ancient times. (Value: 5,000gp.)

The amulet has the power to grant a mortal wearer one wish (see **Wishes** under **Magic Items**, *DCB*). Once the wish has been used, the amulet's magic is spent.

RING OF SOUL-BINDING

A fairy magic item that intertwines the souls of two beings. (Value: 10,000gp.)

The person who possesses the ring can give it to another person, causing them to be bound. (A **Save Versus Spell** is allowed, if unwilling.)

The binding may only be undone if: the ring is destroyed; *Dispel Magic* is cast on the ring or either of the bound persons; either of the bound persons renounces the binding; the one who gave the ring dies.

Effects on the Bound Persons

The bound persons may communicate verbally via the ring.

Upon nights of the full moon, the wearer of the ring may call the other person to them. For the space of one night, the two are united in person.

If the wearer of the ring dies, their spirit cannot rest and will haunt the ring as a ghost. Such a ghost is only able to manifest in the presence of the ring (within 10').

POUCH OF LIMITLESS FUNGI

An burlap belt pouch stuffed with colourful mushrooms. (Value: 2,000gp.)

No matter how many mushrooms are taken from the pouch, it is always full.

The first time a character eats a mushroom each day, it has a random magical effect (roll 1d12). Subsequent mushrooms that day make the character sick.

Unless noted, all effects are permanent. (Magic of curse removal nullifies.)

SHROOM EFFECTS

- | | |
|----|---|
| 1 | Double in size for 1d6 Turns, destroying clothing. Double melee damage. |
| 2 | Shrink to 6" tall for 1d6 Turns. |
| 3 | Skin turns permanently purple. |
| 4 | Eyes shrivel up. New eyes grow on palms of hands, 1 Turn later. |
| 5 | All hair on body grows to 10' long. |
| 6 | Nose swells, grows a sour face, and becomes sentient. It is endlessly critical of the PC's actions. |
| 7 | +1 to a random Ability Score. |
| 8 | Eyes enlarge and emit yellow light in a 30' radius. |
| 9 | Warm, fuzzy feeling. Automatically succeed next Saving Throw. |
| 10 | Body turns transparent for 1d6 Turns. Can surprise 4-in-6, if naked. |
| 11 | Alternate weeping and manic laughter for 1d6 Turns, when spoken to. |
| 12 | Vomit up a stream of worms and maggots. Unable to do anything else for 1d6 Turns. |

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DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO

The tomb of an ancient hero, lost in the tangled depths of the woods. A ring of standing stones, warded by the sinister Drune cult. A fairy princess who watches with timeless patience from beyond the veil of the mortal. A forgotten treasure that holds the key to her heart.

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