

WORM SKIN



NORMAN & GORGONMILK



with original illustrations by



Matthew ADAMS *and* Andrew WALTER

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Wormskin—Issue One

Dolmenwood is an isolated, woodland setting for tabletop fantasy games that, if the referee so chooses, can be dropped into an existing campaign world without much fuss. (Locate Dolmenwood in some out-of-the-way, temperate, and well-watered area within reasonable distance of a small kingdom or principality.) The place is inspired by the works of Lord Dunsany and William Morris and to no small degree by Susanna Clarke's tales of magic and fairies (*Jonathan Strange & Mr Norrell*, *The Ladies of Grace Adieu*).

WORMSKIN serves as a means of exploring this mythical Wood, revealing the contents of the many hexes of its map and detailing procedures for generating adventures within its brambled bounds. Various aspects of the setting will be treated as well, including new classes, spells, magic, monsters, and sundry ephemera.

Material in WORMSKIN is designed for use with B/X, *Labyrinth Lord*, and other old-school adventure games.

Contributors

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Matthew is the offspring of a myconid mother and a halfling father. The temptation to eat himself is growing stronger every day.

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Greg thinks that gum you like is going to come back in style.

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Gavin wishes to grow a beard to rival that of a moss dwarf. Daily infusions of grave earth and yeast foam may do the trick.

Andrew Walter [illustrations]

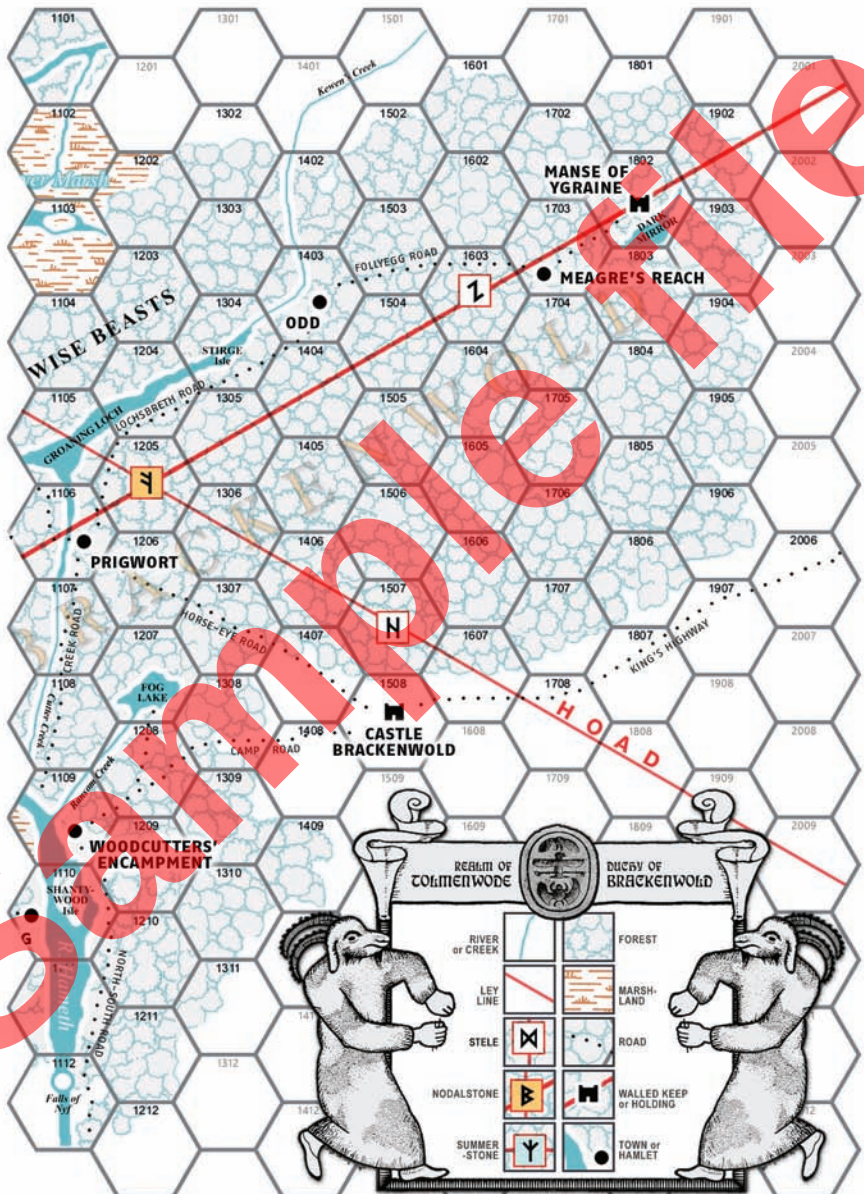
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Andrew's moss dwarf illustration was straight up generated with tables. That's artistic commitment.

Western Dolmenwood



Eastern Dolmenwood



The Moss Dwarf, *a Race-Class*

Ability Score Requirements: Minimum CON 9

Prime Requisite: WIS

Hit Dice: 1d6

Maximum Level: 8

Moss dwarfs¹ are an obscure, stunted race of demi-humans with an affinity for the dank plants and moulds of the deep woods. They stand at around four feet high and are of stocky, pudgy build. Their skin is brown and wrinkled, with a texture like soft bark and often patched with mould, lichen, fungus, or creeping plants. Their hair and beards are green, of many shades, and plant-like, akin to moss, willow, watercress, or ferns. Their beady eyes and stubby tongues are sheer black. These commonalities aside, moss dwarfs vary widely in physical form and appearance; individuals have unique physical traits which distinguish them from others—the next section contains a set of tables providing examples of such features.

As a race, moss dwarfs have a lifespan of several centuries, individuals typically becoming wiser and more plant-like as they age. After death, their bodies are such that even the bones rot away to mould. Unless a moss dwarf's body is preserved by magical means, it will decay to a rich compost within a year, making many magicks of resurrection impossible.

The natural habitat of moss dwarfs is dark, dank forests, where they gather in small, isolated communities. By nature, moss dwarfs are curious and jovial, in a slow, earthy way, and welcome occasional visitors. They are, above all, burrowers, delving their homes into the damp earth of their forest abodes or inhabiting natural caves where they are found. Moss dwarfs are, in any case, no masters of stonework or construction.

Moss dwarf adventurers are rare. Those who leave the isolation of the deep woods are typically woodsmen, hardened to the ways of the wilderness. They may use any weapons and armour but have no affinity for metal and suffer a -1 penalty to hit with metal weapons and a -1 AC penalty with metal armour. Moss dwarfs construct special armour from wood and bark (see later).

¹ Although known as moss “dwarfs” it is, amongst sages who specialise in the classification of sentient races, a matter of debate as to whether there is any proper relation between moss dwarfs and true dwarfs. Some speculate that they have, in fact, a closer kinship with forest gnomes or that they are the stunted offspring of stump-dryads.