

Sample file

dolmenwood.com

DOLMENWOOD

Game Preview

Version 1.0



Writing: Gavin Norman. **Additional writing:** Amelia Luke (some breggle trinkets), Frances Northcutt Green (hex 1608), Andrew Walter (hex 1309—with Gavin Norman). **Game design consultant:** James Spahn. **Editing:** Noah Green, Gavin Norman. **Layout:** Gavin Norman. **Visual design:** Vasili Kaliman, Gavin Norman. **Art:** Aaron Howdle, Andrew Walter, Arlin Ortiz, Chris Huth, Emma Lazauski, Jana Heidersdorf, Jethro Lentle, Kyle Patterson, Mish Scott, Pauliina Hannuniemi, Rachel Quinlan, Tom Kilian, Ulla Thynell. **Dolmenwood player's map:** Jonathan Newell, coloured by Zach Kallas. **Dolmenwood referee's map:** Glynn Seal. **Dolmenwood logo:** Tim Hastings. **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*.

Text and design © 2023 Necrotic Gnome. Dolmenwood®, Old-School Essentials™, and all related characters and elements are © 2023 Necrotic Gnome. All Rights Reserved. Brown fill-in illustrations by Aaron Howdle (© 2023 Necrotic Gnome). Art credits by page: 27 © 2023 Andrew Walter; 57 © 2023 Arlin Ortiz; 1, 4, 13, 24, 35, 42, 51, 68 © 2023 Chris Huth; 54 (lower), 55, 70 Chris Huth (© 2023 Necrotic Gnome); 6 © 2023 Emma Lazauski; 22, 23, 29 © 2023 Jana Heidersdorf; 72 © 2023 Jethro Lentle; 15, 26, 73 Kyle Patterson (© 2023 Necrotic Gnome); 17, 33, 36–37, 38 (upper), 65 © 2023 Mish Scott; 2, 4–5, 8, 12, 24–25, 30, 34, 42–43, 50, 58, 68–69 © 2023 Pauliina Hannuniemi; 53 © 2023 Rachel Quinlan; 19, 71 © 2023 Tom Kilian; cover, 3 © 2023 Ulla Thynell.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.



NECROTIC
GNOME



EXALTED
FUNERAL

Table of Contents

4 WELCOME TO DOLMENWOOD

About Dolmenwood	6
The Journey Begins	8
Folk and Factions	9
Player's Map of Dolmenwood	10

13 CHARACTERS

Character Statistics	14
Breggle	16
Cleric	20
Enchanter	22

24 MAGIC

Fairy Magic	26
Glamours	28
Holy Magic	30
Rank 1 Holy Spells	32

35 EQUIPMENT, SERVICES, AND ANIMALS

Hounds	36
Pipeleaf	38
Retainers	40

42 ADVENTURING

Preparing for an Adventure	44
Encumbrance	46
Travel	48

51 SECRETS OF DOLMENWOOD

Longhorn Nobility	52
Lankshorn	56
Lair of the Cheese-Fiend	60
The Giant Egg	61
Thirligrew's Orchard	62
The Bad Apples	63
Encounter Tables	64
Magic Weapons	66

68 MONSTERS

Gargoyle	70
Goblin	71
Root Thing	72
Yickerwill	73





Inspirational Media

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

Books

- ▶ *The Charwoman's Shadow*—Lord Dunsany
- ▶ *The Fellowship of the Ring (Book 1)*—J.R.R Tolkien
- ▶ *Goblin Market*—Christina Rossetti
- ▶ *Gormenghast*—Mervyn Peake
- ▶ *Jonathan Strange & Mr Norrell*—Susanna Clarke
- ▶ *The King of Elfland's Daughter*—Lord Dunsany
- ▶ *Krabat*—Ottfried Preußler
- ▶ *The Ladies of Grace Adieu*—Susanna Clarke
- ▶ *Lud-in-the-Mist*—Hope Mirreles
- ▶ *Lyonesse trilogy*—Jack Vance
- ▶ *Mio My Son*—Astrid Lindgren

- ▶ *On Fairy-Stories*—J.R.R Tolkien
- ▶ *Smith of Wootton Major*—J.R.R. Tolkien
- ▶ *Stardust*—Neil Gaiman
- ▶ *The White People*—Arthur Machen

Films

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

Television Series

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



Part One

Welcome to
Dolmenwood



Dolmenwood encompasses a swathe of tangled woods, fungus-encrusted glades, and foetid marsh on the wild borders of civilisation. In this beguiling realm, the magical and otherworldly are always close at hand.

Standing stones loom in hallowed glades, graven with sigils of deep magic. Ley lines pulse within the earth, their potent arcane energy tapped by greedy sorcerers. Secret doorways allow passage to the perilous realm of Fairy, for those charmed or blessed by the lords of Elfland.

Step then, bold and foolhardy adventurer, into the hoary forest realm of Dolmenwood and beware, for little here is as it seems.