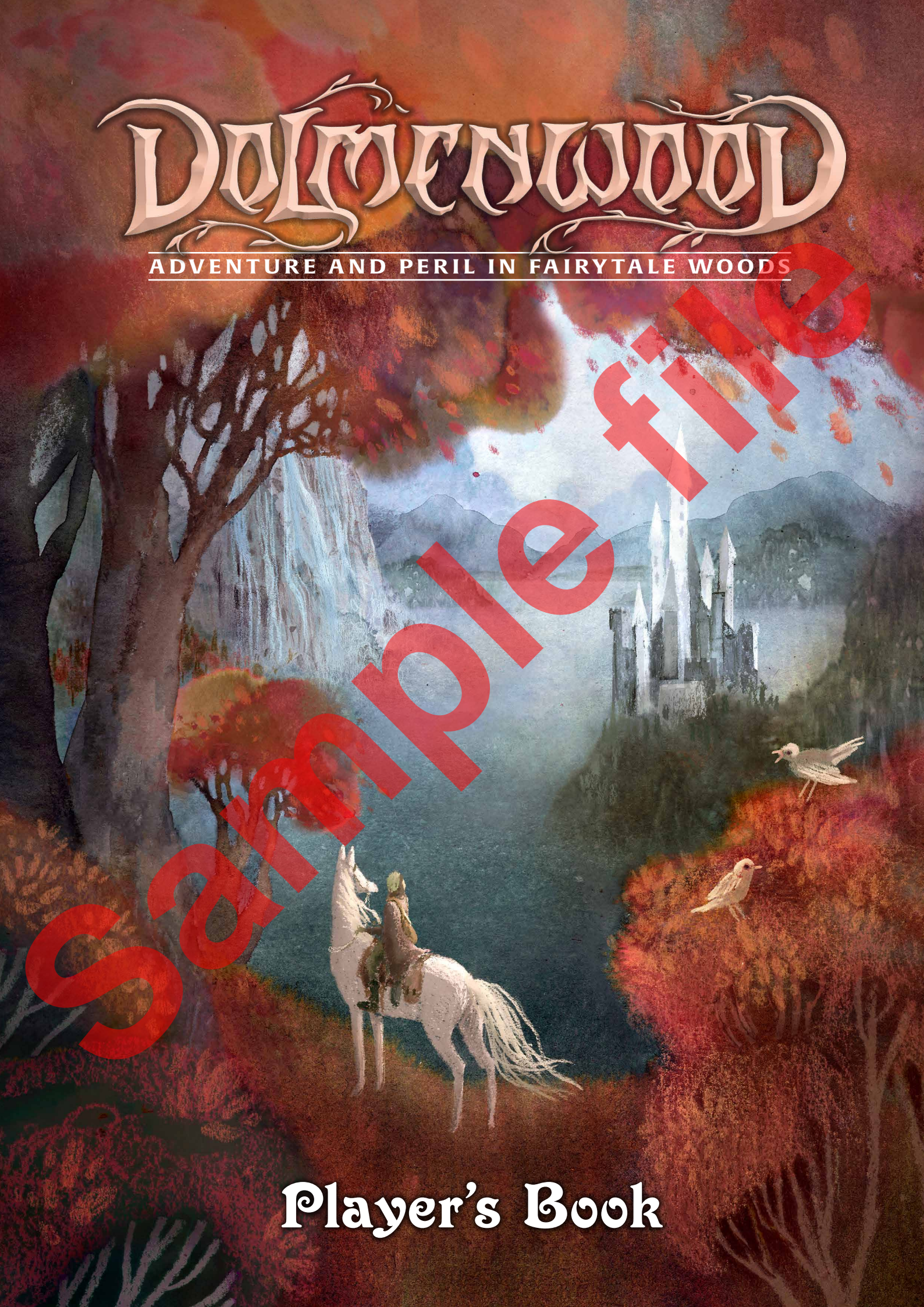


# DOLMENWOOD

ADVENTURE AND PERIL IN FAIRYTALE WOODS

Player's Book

Sample file



Sample file

# DOLMENWOOD

## Player's Book

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Part One

Welcome to  
Dolmenwood



*“Dolmenwood? Well, let me tell ye, everything you ever heard about the Wood is true and everything you ever heard is false. Dreams and fairies walk between standing stones and dancing trees, slipping in and out of the mortal world as easily as you or I slip through an open door. It’s right pretty though. Dare I say, beautiful even. All manner of enchantment lingers beneath its boughs. It’ll capture your heart if ye let it. And that sounds as lovely as a song until you realise the Wood’ll never, ever give it back without paying the proper cost.”*

—Ogham Tweede, bartender

# The Journey Begins

A wanderer's first steps into the tricksome and beguiling Dolmenwood.

**T**his book is a gateway to adventure in the beguiling realm of Dolmenwood—a swathe of tangled woods, fungus-encrusted glades, and foetid marsh on the wild borders of civilisation. Rife with intrigue, secrets, and magic, Dolmenwood draws travellers of adventurous spirit, daring them to venture within.

**Explore the wild places** of the Wood, travelling through bramble-choked dells, fungal forests, and accursed bogland, bedding down among root and bracken amid the nocturnal babbling of strange beasts.

**Unearth treasure hoards** in forgotten fairy ruins, haunted manors, dripping caverns, crystal grottoes, unhallowed barrow mounds, and abandoned delvings.

**Confront fell beasts**, roving fungal monstrosities, terrible wyrms, tricksome fairies, and restless spirits of the long deceased.

**Recover saintly relics** and shrines lost in the befuddling tangle of the Wood, gaining the favour of the Church by returning them to civilisation.

**Forge for weird fungi and herbs** in the untrod depths of the woods, many with useful magical powers—and many that can be sold for profit.

**Strike against Chaos**, defending civilisation from the encroaching forces of the wicked, half-unicorn Nag-Lord who lurks in the corrupted northern woods.

**Unravel secrets of deep magic**, charting the obelisks, dolmens, and ley lines littered throughout Dolmenwood—but beware the sinister Drune cult that wards them.

**Seek the counsel of witches or the sinister Hag**, wielders of magic that can heal, hex, or divine the future.

**Meddle in the affairs of nobility**, allying with a noble house in its intrigues and power plays in the courts of High-Hankle and Castle Brackenwold.

**Journey along fairy roads**, ancient magical paths bordering on the ageless world of Fairy that allow travel throughout Dolmenwood—and perchance to realms beyond.

**Return to the homely hearth** to share tales of peril with quaint locals over a mug of ale and a well-stoked pipe.

## 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 Mirrlees
- ▶ *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



## WHAT'S IN THIS BOOK?

This book contains everything players need to experience wondrous journeys and perilous adventure in the befuddling and magical Dolmenwood. It guides players on their first steps beneath the forest's benighted eaves and serves as a trusty companion as they delve deeper into its secrets.

### Part 1: Welcome to Dolmenwood

Reveals common knowledge about the people, places, and factions of Dolmenwood that can be gleaned by talking with its natives.

### Part 2: Starting Play

Introduces the basics of role-playing games, along with instructions on how to create a character to begin exploring Dolmenwood.

### Part 3: Kindreds

Describes the six most common Kindreds of sentient folk in Dolmenwood. Players may be a proud, goat-headed breggle, a wide-eyed elf stepped straight from Fairy, a tricksome grimalkin cat-fairy, a worldly or hapless human, a fungus-riddled mossling, or a capricious, bat-faced woodgrue.

### Part 4: Classes

Describes nine adventuring professions that define a character's talents and powers, as well as their role in an adventuring party. Players may be a charming bard, an ardent cleric, a wilful enchanter, a dashing fighter, a jolly friar, a stealthy hunter, a haughty knight, an enigmatic magician, or a wily thief.



### Book Title Acronyms

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

**DCB:** The *Dolmenwood Campaign Book*.

**DMB:** The *Dolmenwood Monster Book*.

### Part 5: Magic

Elucidates the many kinds of magic available to Player Characters—arcane spells, holy prayers, fairy glammers, elf runes, and the humble magical knacks of mosslings.

### Part 6: Equipment, Services, Animals

Presents a rich and detailed selection of gear, armour, weapons, mounts, vehicles, services, and accoutrements essential to any adventurer, including a miscellany of pipe-leaves, beverages, and useful herbs and fungi.

### Part 7: Adventuring

Explains the rules and procedures for adventuring in Dolmenwood—travelling and camping in the wilds, exploring weird subterranean locales, and battling ferocious monsters.

### Part 8: Appendices

Provides additional background information on the calendar, noble houses, and religions of Dolmenwood, along with optional rules for archetypal non-human characters.

### Inside Covers

**Player's map of Dolmenwood:** Dolmenwood as described by local folk, including the purported locations of certain sites mentioned in legend and folklore.

**Quick reference:** Commonly used tables and rules summaries compiled for quick reference.

## OTHER BOOKS

Referees wishing to run games set in Dolmenwood require additional books, revealing the deep mysteries of the Wood.

**The *Dolmenwood Campaign Book*:** An exhaustive tome detailing the secrets and lore of Dolmenwood, including hundreds of fantastic and perilous locations.

**The *Dolmenwood Monster Book*:** A menagerie of weird beasts, fickle fairies, and strange spirits that inhabit the wild places of the Wood.

**Dolmenwood adventure scenarios:** A series of adventures set in Dolmenwood, presented in an easy-to-use format, perfect for the time-pressed Referee.

## FREE DOWNLOADS

Visit [dolmenwood.com](http://dolmenwood.com) for Dolmenwood character sheets, calendars, and more.

# Folk and Factions

Introducing the folk of Dolmenwood and the factions that vie for control.

## SENTIENT FOLK

While humans dominate the settled reaches of Dolmenwood, they are not the only folk to call the place home.

### Breggles

The High Wold region of south-western Dolmenwood has been ruled since ancient times by the goat-headed breggles. Breggles divide themselves into two castes, distinguished by the length of their horns—the aristocratic longhorns and the commoner shorthorns.

### Mosslings

The dank, fungal-infested lowlands of Mulchgrove, in the eastern woods, are home to a shy and stunted folk called mosslings, part mortal flesh and part plant or fungus.

### Fairies and Demi-Fey

Among the myriad peoples of Fairy, a number venture into Dolmenwood and mingle with mortal folk: elves, otherworldly and beautiful, the little cat-folk known as grimalkins, and bat-faced woodgrues are the most commonly encountered.

### Other Sentient Beings

If one ventures off the beaten track in Dolmenwood, innumerable creatures await discovery. Goblin tricksters peddle fairy fruits and other questionable wares; scrabies emerge from their network of tunnels, eager to explore; even a bird or animal may surprise travellers by greeting them from the wayside, spinning a riddle, or cursing their trespass.

## FACTIONS AND POWERS

### The Duchy of Brackenwold

Ruling from the supposedly impregnable Castle Brackenwold on the south-eastern verge of the forest, the Dukes of Brackenwold trace their line back to the earliest settlers in the region. All mortal folk within the Wood—from the humblest beggar to the highest lord—pay fealty to the duke. The whole forest is his property.

### The Pluristine Church

The monotheistic Pluristine Church dominates throughout Dolmenwood and beyond. While it holds much political clout, the Church is of late diminished in Dolmenwood. Many shrines and chapels that once saw regular worship have fallen into ruin and been reclaimed by the forest. Some within the Church seek to rediscover and re-sanctify these lost shrines.

### The Cold Prince

Where mortals now reign, great fairy nobles once held court. The entirety of Dolmenwood was once the domain of a cruel elf lord known as the Cold Prince, lord of winter eternal, who ruled from the palace of Hoarblight Keep overlooking the great Lake Longmere. When humans began to settle the wild glades a great war between fairy and mortal ensued. Mortals eventually prevailed and the Cold Prince was banished to his domain in Fairy. Fearful tales of his return to Dolmenwood and his icy wrath weave a common thread through the folklore of those who dwell within his erstwhile domain.

### The Nag-Lord

A wicked, trickster figure of local folklore, said to keep unholy court in the twisted northern woods, where his armies of corrupted breggles and other creatures of Chaos lair. The Nag-Lord is known in folktales as the “King of the Wood,” and is portrayed as being part man, part unicorn, with nine legs (nine being regarded as an especially accursed number).

### The Drune

A cabal of sorcerers who roam the Wood, cloaked in black. They claim the magical energies of Dolmenwood and what gods they worship is a matter of conjecture, for they guard their secrets with their lives. In the eyes of the Church they are heathens to be eradicated, for it is said they deal in devil worship and human sacrifice. Kidnap by the Drune is among the greatest fears of the simple folk of Dolmenwood, who refer to the cult as “the Hooded Men,” fearing to speak the word “Drune.”

### The Witches

Mortal women who worship ancient deities in the forbidden depths of Dolmenwood. Their aims are obscure, but it is known that they gather beneath the moon to work magic. In folklore, witches are variously portrayed as depraved practitioners of human sacrifice, treacherous wielders of hex and illusion, and ministers of potent cures and charms.

### Ygraine the Sorceress

A reclusive figure said to be the most powerful magician in Dolmenwood, Ygraine dwells in the many-tiered Chateau Mauvesse, overlooking the black waters of the Dark Mirror. It is rumoured that her explorations of otherworldly realms have brought her into contact with the Cold Prince and that she now works her magic to release him from exile.

# Dolmenwood Gazetteer

The most commonly traversed or spoken of regions of the Wood.

## Castle Brackenwold

The seat of the Duchy of Brackenwold and ancestral home to the nobility of the line, Castle Brackenwold perches upon a high hill with a city stretched at its feet. Alongside the mighty ducal garrison is a great cathedral—the seat of the Church’s power in Dolmenwood.

## Dreg and Shantywood Isle

A port and fishing village beside the River Hameth. Dreg has a seedy reputation as a haunt for thieves, gamblers, and rascals of all stripes, only worsened by its proximity to Shantywood Isle, a notorious port of ill-repute. Dreg is also famed for its fine bog-swine sausages.

## Fort Vulgar

A crude keep overlooking a port at the northern end of Lake Longmere. Fort Vulgar is ruled by Sir Osric the Gaunt, a vassal of the Duke of Brackenwold who is responsible for the taxation of all traffic via the port.

## Hag’s Addle

A shunned region of mazy swampland around the banks of the River Hameth, haunted by the sinister Hag. It is said that she glimpses into the past and future and resurrects the dead, but the price she demands in return is perilous.

## High-Hankle

The second largest town in Dolmenwood (after Castle Brackenwold), High-Hankle is the ancient capital of the High Wold region, now reputed for revelry, carousing, and debauchery of every flavour. At its centre stands the imposing Castle Perigonne, home of the Baron Hogwarsh.

## The High Wold

A barony encompassing the south-western corner of Dolmenwood, ruled in tandem by breggle and human noble houses. The barony has become wild of late under the lax rule of Baron Hogwarsh: highwaymen hunt the roads and charlatans peddle questionable wares.

## Lake Longmere

The great Lake Longmere, at the centre of Dolmenwood, is twelve miles broad at its widest point. No ships ply its waters, and locals speak fearfully of lake monsters.

## Lankshorn

The market town of Lankshorn, ruled by the breggle aristocracy, lies within a bowshot of the forest’s border. In Lankshorn, the traditions of the civilised south meld with the quaint, superstitious ways of Dolmenwood.

### Dolmenwood Map

A map of Dolmenwood is found inside the book’s front cover. This map depicts the Wood as described by local folk, including the purported locations of certain sites mentioned in legend and folklore.

### The World of Fairy

The timeless world of Fairy—the native world of elves and grimalkins, where magic permeates all things—lies parallel to the mortal world. In Dolmenwood, the veil between the two worlds is thin, and magical doorways and roads allow fairies to slip into the mortal world.

## Mulchgrove

The central region of the Wood is a dank lowland riddled with fungal forests, treacherous bogs, and twisted willow-woods. The region is little traversed save by sentient fungal monstrosities and the native mosslings, at home amongst the dew-kissed fungi and moulds.

## The Nagwood

The northern woods, corrupted by the presence of the court of the wicked Nag-Lord and his foul armies. None of sound mind venture within this twisted region of evil.

## Prigwort

The market town of Prigwort is the largest settlement beneath the forest’s eaves. Famed for its breweries and distilleries, Prigwort is ruled by a council known as the Brewmasters. Connoisseurs across the land covet the fine spirits of Prigwort.

## The Ruined Abbey of St Clewyd

East of Lake Longmere, in the depths of Dolmenwood, a great monastery was founded of old. The abbey has lain in ruins for a century following a nocturnal assault of unknown provenance.

## The Witching Ring

In the western reaches of Dolmenwood is found a vast ring of frost-rimed stones, erected by the ancients for purpose long forgotten. The folk of Dolmenwood name them the “Summerstones” and the great ring which they inscribe the “Witching Ring.”

## The Woodcutters’ Encampment

Once a mere woodcutters’ camp, the village is now a thriving trade community. The locals practice unusual arts of woodcraft and are said to show no fear of the Drune.



The  
Wrinkled  
MEDLAR

# Part Two

## Starting Play

*“**A**dventure! Yes, a fine thing for folks such as yourself, with a spring in your step and a yearning to see the world. But make sure you’re properly prepared and have your saints in a row, as they say, before you step off the path and into the wild. There’s all manner of weird beasties out there you need to watch out for. Bogeys, redcaps, pooks, marsh lanterns, slime-hulks, boggins, mogglewomps, cockatrices. The list goes on and on, I’m afraid. I’ve got a proper reference you might like over here... Oh and if you head back this way, be sure to tell me all about anything you bumped into.*”

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

# On Role-Playing Games

Introducing the noble art of adventure gaming.

**A** Role-Playing Game (RPG) is, at its core, a shared on-going narrative exploring the adventures of a group of imagined characters in an imagined world.

When kids play cops and robbers, they're role-playing. The difference is that in an RPG such as *Dolmenwood*, the game rules provide a framework that prevents the inevitable "Bang, bang, I got you!" followed by "No you didn't!" The rules in this book provide structure, but pure role-playing is simply imagining yourself as a character in a certain situation and deciding what they would do.

Each player takes on the role of a single character in the game, with one person acting as the Referee, describing the world perceived by the others. The Referee also role-plays other people and creatures the players encounter, from humble shopkeepers to rampaging ogres.

## New to Role-Playing Games?

This book explains the game rules in an easy-to-learn way, including examples of how the rules work in practice. For players with no prior experience of RPGs, however, more direct experience can be useful to grasp how the written rules and free-form narrative procedure work together.

If you've never played an RPG before, by far the easiest way to learn how they work is to simply dive in and play. If you have friends who already play, just ask to join them for a game or two. Failing that, it can be instructive to watch other people playing. There are many live streams and YouTube channels online, including recordings of groups exploring *Dolmenwood*.

## Required Materials

All players need the following basic items to play *Dolmenwood*. Players may share, but it is more convenient for each player to have their own.

**This book:** The *Dolmenwood Player's Book*.

**Dice:** A set of standard RPG dice, including 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided dice.

**Character sheet:** A sheet to record character details. This can be an official character sheet (downloaded from [dolmenwood.com](http://dolmenwood.com)) or a piece of blank paper.

**Notebook:** Pencils, blank paper, and gridded paper (or equivalent software) for making notes and mapping.

**Referee's requirements:** The person taking on the role of the Referee also needs the *Dolmenwood Campaign Book* and the *Dolmenwood Monster Book*.

## BASIC PLAY EXAMPLE

**Emily** (playing Grendl Lockehorn, a breggle knight), **James** (playing Samwise Lank, a human friar), and **Jeff** (playing Boots Pouncemouse, a grimalkin enchanter) are exploring the verdant oddities of *Dolmenwood* when they encounter a lone goblin with a strange prize. Let's listen in as **Gavin**, the Referee, narrates the scene.

**Gavin (Referee):** You've been away from the village for three days and are now deep in the wilderness. The trees bend and twist, creating a net through which only the occasional glimpse of starlight manages to reach down and touch your eyes. The woods are gloomy by day, but by night the darkness feels suffocating. The sounds of the wilderness echo between the ancient trees and clawing brush that surround the small clearing where you've made camp. You've lit a small campfire for warmth. Do you want to use the same order of watches through the night as you used yesterday?

**Emily (playing Grendl):** Yep. Grendl is on first watch, Jeff is on second watch. Samwise is on third watch.

**Gavin:** Great. You all settle down to sleep. It's now the middle of the night, so that'd be second watch. Jeff, what's Boots doing while he's on watch.

**Jeff (playing Boots):** He's reading through the little holy book Samwise is always studying, giggling at how silly human religion is—but he looks up every now and again in a half-hearted effort that barely passes for being on guard.

**James (playing Samwise):** Hey! Put that back!

**Jeff:** You're asleep. You weren't using it. I'll put it back before you wake up.

**Gavin:** You're laughing at a passage you find to be particularly silly about St Thorm when you notice a second voice joining your laughter. A piping, tittering laugh echoes through the woods. It's not loud enough to wake your friends, but it's clearly heard.

**Jeff:** I leap to my feet and throw the holy book at Samwise. Wake him up and give him his book back all at once.

**Gavin:** Give me a ranged Attack Roll.

**Jeff:** <Rolls a 20-sided die> Umm, sorry James. <Looks to Gavin> I rolled a 1.

**James:** You what?!

**Gavin:** The book slips from your grip and flies off into the brush, but you hear a thud as it hits something other than vegetation. You hear a new sound that wakes everyone up. It's the sound of a baby crying, wailing in fear. As Grendl and Samwise come to, the three of you see a goblin with a massive head and great googly, yellow eyes peering at you. It clutches a swaddled newborn human child, no older than a few days old, in its spindly arms.

**Emily:** I draw my sword and move forward.

**James:** Wait! We can't risk endangering the baby. Maybe we can talk the goblin into giving it up.

**Jeff:** You want to negotiate with a goblin?

**James:** Yes. The kid is probably from the village. Remember that rumour about missing and cursed children we heard? <To Gavin> Samwise takes a step towards the goblin, slowly, and raises a hand before speaking: "Greetings friend! Welcome to our humble camp site."

**Emily:** Grendl doesn't trust goblins after the incident at the ruined farmstead a few sessions ago with the bag of hen's teeth and the spinning wheel. She is waiting for the first sign of a threat to attack.

**Jeff:** Boots slowly rises to his feet, but I don't draw a weapon or anything. I give the goblin a casual wave and a quick smile like he's an old friend.

**Gavin:** Alright, the goblin clutches the child and seems almost to lick his lips for a second as his eyes dart between the three of you. "Can't have my precious gift, not by steel nor riddling shrift. Can't have my sack, no won't give it back!"

**Emily:** Oh, he's gonna get it...

**Jeff:** Boots casually remarks "Well, ya know stealing human children is a tricky business. Gotta find the right market for a seller. I hear harpies will trade 'em for a song..."

**James:** Jeff!

**Gavin (speaking as the goblin):** "Child, child not for me. Master, master's property. I do as bid, no surprise, and return to Master his secret prize. Though sprig of rosemary is in my bag, neither it nor child is yours to be had."

**Jeff (as Boots):** "Well, glad you've got that covered." <Out of character> Sorry guys. I got nothing.

**Emily:** If you guys don't do something, I'm gonna risk attacking him.

**James:** Rosemary, eh? I have an idea. "Rosemary you say? I'm in need of some rosemary for my garden! Perhaps we could trade."

**Gavin (as the goblin):** "No trade with friar. Never trust a holy liar."

**James (as Samwise):** "Don't you at least want to see what I have? It could be shiny."

**Gavin:** The goblin eyes you suspiciously.

**Emily:** He's not buying it.

**James:** I pull out that gilded letter we got from the elf courtier a few months back and wave it in front of the goblin, trying to catch its edges in the firelight so it twinkles.

**Emily:** You kept that?

**James:** I keep everything.

**Gavin:** The goblin's eyes catch on the letter and he nods eagerly. "Yes, yes! Gold is best, best. You give Grimble-Grot the letter and everything get better. If I like the trade, a deal can be made."

**James:** I slowly approach the goblin and hand him the letter.

**Gavin:** He snatches it with one hand, clutching the wailing child tighter in his free arm. He begins to read it. What's it say?

**James:** <Flips through his character sheet notes> "The one who receives this letter is invited to palaver under a banner of peace with its bearer until dawn under the promise of an exchange to be made before sunrise as a sign of good faith between Mortal and Fairy."

**Jeff:** I get it! The goblin took the letter, now he's under Oath of Invitation and can't cross us!

**James:** Bingo. Also because he took the letter, it means he agreed to the trade.

**Gavin:** Clever!

**Emily (as Grendl):** "You have accepted the golden gilded letter as a gift! We ask the child in exchange!"

**Gavin (as the goblin):** "Gifts must be named for gifts to be claimed."

**James:** You said it's a newborn human child?

**Gavin:** Yeah.

**James (as Samwise):** "The child has no name. As an ordained clergyman, I name her Rosemary! You offered rosemary! By your name, Grimble-Grot, I hold you to your word."

**Gavin:** <Considers the impromptu trick and decides it seems feasible enough to work—a fun and creative idea from James> The goblin lets out a vexed hiss and shoves the child roughly into Grendl's free arm. "Cursed human, so smart on two legs. Foul your beer, rot your eggs!" The goblin scampers off into the woods. His voice echoes back, "Master's prize will bring you only sorrow. It shall come to you tomorrow, tomorrow, and tomorrow."

**Jeff:** Wow. I can't believe that worked. Boots pipes up after watching the whole exchange: "We've got some new problems, guys. In addition to bad beer and rotten eggs in the near future, we've got a newborn baby and we're three days deep into the forest without a wet-nurse or fresh swaddling clothes, cursed by a goblin, and someone known as 'Master' is mad at us. Oh, and goblins never travel alone."

**Gavin:** Boots is right. That's when you hear the cackling of goblins echo in the dark from all directions around your camp...



# Terminology

A glossary of common terms used in the game.

Various game terminology is used in Dolmenwood, much of it in common with other role-playing games and some unique to Dolmenwood. The most frequently used terms are described here, along with page references for further details.

## GLOSSARY OF TERMS

**Ability Check:** A d6 roll modified by one of a character's Ability Scores, aiming to equal or beat 4. See *Ability Checks*, p144.

**Ability Modifier:** A -3 to +3 modifier derived from one of a character's Ability Scores and applied to various rolls in the game. See *Ability Modifiers*, p22.

**Ability Scores:** A character's physical and mental aptitudes—Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Each Ability is rated from 3 to 18. See *Ability Scores*, p22.

**Adventure:** A series of one or more game sessions during which the party explores a specific location or engages with a particular plot.

**Adventurer:** A person who embarks on dangerous quests to acquire wealth and renown. All adventurers belong to a Class, and all Player Characters are adventurers.

**Alignment:** A creature's basic behaviour and moral outlook: Lawful, Neutral, or Chaotic. See *Alignment*, p24.

**Armour Class (AC):** A creature's ability to avoid damage in combat. See *Armour Class*, p16.

**Attack:** A creature's ability to hit foes in combat, rated as a modifier applied to Attack Rolls. See *Attack*, p17.

**Attack Roll:** A d20 roll to determine whether an attack succeeds, aiming to equal or beat an opponent's Armour Class. See *Attack Rolls*, p145.

**Campaign:** A series of adventures, usually involving a consistent set of characters.

**Character:** A person in the imagined game world, whether played by the Referee (NPCs) or a player (PCs). Some characters are adventurers.

**Class:** A character's adventuring profession (e.g. cleric, fighter, magician, thief). See *Part Four: Classes*, p57.

**Coin (weight):** A measure of weight and bulk used for tracking encumbrance. See *Encumbrance*, p148.

**cp:** Copper pieces—a common type of coin. See *Coinage*, p116.

**Creature:** Any character or monster.

**Damage Roll:** A die roll subtracted from a creature's Hit Point total when it suffers harm (often from an attack). See *Damage Rolls*, p145.

**Demi-fey:** A creature born in the mortal world but whose ancestors originated in the magical parallel world of Fairy. See *Mortals, Fairies, and Demi-Fey*, p30.

**Dungeon:** An indoor, underground, or enclosed adventuring locale, for example a tomb, castle, or mine. See *Dungeons*, p162.

**Encounter:** An encounter occurs when Player Characters meet another group of creatures while adventuring. See *Encounters*, p164.

**Encumbrance:** The load of gear carried by a character, which may reduce their Speed. See *Encumbrance*, p148.

**Experience Points (XP):** Awarded by the Referee following a successful adventure. When a character accumulates a certain number of Experience Points, they increase in Level. See *Advancement*, p25.

**Fairy (type of creature):** A creature that originates in the magical parallel world of Fairy. See *Mortals, Fairies, and Demi-Fey*, p30.

**Fairy (world):** The native world of fairies. A mysterious, timeless parallel to the mortal world, infused with magic. Magical doors connect Dolmenwood and Fairy.

**Game time:** The imagined time that passes in the game world as the game is played.

**gp:** Gold pieces—a common type of coin. See *Coinage*, p116.

**Hit Points (HP):** A creature's ability to avoid dying. Damage reduces a creature's Hit Point total. If reduced to 0, the creature dies. See *Hit Points*, p16.

**Initiative Roll:** A d6 roll to determine which group acts first in an encounter. See *Initiative*, p165.

**Kindred:** A type of intelligent creature that a player may choose to play (e.g. human, elf, woodgrue). See *Part Three: Kindreds*, p28.

**Level (character):** A character's experience as an adventurer. Characters begin at Level 1 and advance through successful adventuring. See *Advancement*, p25.

**Level (creature):** An indication of a creature's power and overall dangerousness, equivalent to a character's Level.

**Level (dungeon):** The floor number of a dungeon, with the first level being closest to the surface, and higher levels being deeper underground.

**Loyalty:** A rating for a retainer's loyalty to the employing PC. See *Retainers*, p134.

**Magic Resistance:** A modifier applied to Saving Throws against effects of magical origin. See *Magic Resistance*, p17.

**Melee:** Attacks with close-quarters weapons or natural weaponry (e.g. swords, axes, claws, fists).

**Missile:** Attacks with thrown or fired weapons (e.g. arrows, spears).

**Monster:** Any creature encountered during an adventure. All monsters are played by the Referee.

**Morale:** A rating for a creature's bravery and perseverance in battle. See *Morale*, p167.

**Mortal:** A creature that originates in the mortal world. See *Mortals, Fairies, and Demi-Fey*, p30.

**Mortal world:** The everyday world of Dolmenwood, inhabited by humans and other mortal Kindreds.

**Non-Player Character (NPC):** Characters encountered during the game. All NPCs are played by the Referee.

**Party:** A group of adventurers.

**Player:** Participants in the game, each usually running a single Player Character.

**Player Character (PC):** An individual player's character in the imagined world.

**pp:** Pellucidium pieces—an uncommon type of coin made of fairy silver. See *Coinage*, p116.

**Rank (spell):** The level of complexity and power of a magic spell. See *Arcane Magic*, p78 and *Holy Magic*, p100.

**Reaction Roll:** A 2d6 roll determining a creature's reaction when encountered. See *Monster and NPC Reactions*, p165.

**Real time:** The time that passes in the real world as the game is played.

**Referee:** The person who leads game sessions for the other players, designing adventures, arbitrating rules, and determining the reactions of people and creatures encountered.

**Retainer:** NPC adventurers hired to accompany Player Characters on their adventures. See *Retainers*, p134.

**Role-playing:** The act of deciding a character's actions and speech by considering their point of view in the imagined game world.

**Round:** A span of game time (roughly 10 seconds) used during combat. See *Time and Movement*, p146.

**Save Target:** The target number for a Saving Throw, determined by a character's Class and Level. See *Save Targets*, p17.

**Saving Throw:** A d20 roll to determine whether a creature avoids a detrimental effect, aiming to equal or beat the appropriate Save Target. See *Saving Throws*, p145.

**Session:** Each time the players and Referee gather to play the game is referred to as a session. Sessions typically last around 2–6 hours.

**Skill:** A specific competency useful in adventuring. All adventurers can use the Listen, Search, and Survival skills. Some Classes grant additional skills.

**Skill Check:** A d6 roll testing a character's proficiency with a particular skill, aiming to equal or beat the appropriate Skill Target. See *Skill Checks*, p144.

**Skill Target:** The target number for a Skill Check, determined by a character's Kindred, Class, and Level.

**sp:** Silver pieces—a common type of coin. See *Coinage*, p116.

**Speed:** The speed at which a creature can move when exploring, travelling, or during combat. See *Time and Movement*, p146.

**Surprise Roll:** A d6 roll to determine whether a group of creatures is taken unawares by another group. See *Surprise*, p164.

**Target number:** A number that a die roll must match or exceed to succeed at a given task. Lower targets represent easier tasks, higher targets represent harder tasks.

**Turn:** A span of game time (about 10 minutes) used during dungeon exploration. See *Time and Movement*, p146.

**Woldish:** The common tongue spoken by most sentient creatures in Dolmenwood. See *Languages*, p26.

## Dice Rolling Notation

Similar to many other role-playing games, Dolmenwood uses polyhedral dice, each referred to by the number of sides it has:

- ▶ **d4:** A four-sided die.
- ▶ **d6:** A normal six-sided die.
- ▶ **d8:** An eight-sided die.
- ▶ **d10:** A ten-sided die.
- ▶ **d12:** A twelve-sided die.
- ▶ **d20:** A twenty-sided die.

## Multi-Dice Rolls

In situations where multiple dice should be rolled and the results summed, the number of dice is noted before the "d." For example, 3d6 indicates that three six-sided dice should be rolled and the results added together.

## Modifiers

Modifiers to the roll are applied after the results of all dice have been summed. For example, 3d6+2 indicates that three six-sided dice should be rolled, the results added together, then 2 added on top.

## "Natural" Results

The rules occasionally refer to the "natural" result of rolling dice (e.g. "a natural 20"). This means the number rolled on the die, before any modifiers are applied.

## d2 and d3

Two-sided or three-sided dice can be mimicked using a d6. For a d2, a roll of 1–3 indicates 'one' and 4–6 indicates 'two'. For a d3, a roll of 1–2 indicates 'one', 3–4 indicates 'two', and 5–6 indicates 'three'.

## d100 / d%

A hundred-sided die (sometimes called a percentile die) requires rolling two d10s: the first treated as "tens" and the second treated as "ones." For example, a roll of 2 and 3 would make 23. If two 0s are rolled, the result counts as 100.

## Chance Rolls

Some rules specify a chance of success, either as a percentage (e.g. 35%) or using an X-in-Y notation (e.g. 2-in-6). This indicates that the appropriate die type should be rolled (i.e. a d100 for a percentage chance, a d6 for an X-in-6 chance, etc.) and the result compared against the specified chance. If the roll is within the specified range of success, the check succeeds.

## Probability Curves

It is important to note that multi-dice rolls produce a bell curve, where middle value results are more likely. For example, when rolling 3d6, there is a 12.5% chance of rolling a 10, and only a 0.46% chance of rolling a 3. The rules sometimes make use of this behaviour in situations where certain results are far more likely, for example when rolling Ability Scores (p22).

# Character Statistics

The basic game statistics that describe an adventurer.

**P**layer Characters are described by a set of statistics defining their capabilities, strengths, and weaknesses in the game world.

## Ability Scores

The ratings of an adventurer's defining physical and mental attributes. There are 6 Abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See *Ability Scores*, p22. Ability Scores are recorded as numbers between 3–18, with 3 being the worst score possible and 18 the best.

## Kindred

A character may be human or one of a number of types of fantastic intelligent creatures that live in Dolmenwood. Each Kindred has a number of special traits, from fairy magic to bonuses in combat. The Kindreds players may choose from are: breggle, elf, grimalkin, human, mossling, woodgrue. See *Part Three: Kindreds*, p28.

**Size:** A character's Kindred determines their size: either human-sized (Medium) or smaller than human-sized (Small).

**Creature type:** A character's Kindred determines their creature type as demi-fey, fairy, or mortal.

**Native languages:** A character's Kindred determines their native languages.

## Class

A character's role or profession as an adventurer. Each Class has a number of special traits, from combat talents to spell-casting. The Classes players may choose from are: bard, cleric, enchanter, fighter, friar, hunter, knight, magician, thief. See *Part Four: Classes*, p57.

**Weapons and armour:** A character's Class determines which kinds of weapons and armour they can use.

## Level

A character's expertise as an adventurer is denoted by their Level. Characters typically start play at Level 1 (the lowest Level of adventurer) and can increase in Level through successful adventuring. As a character goes up in Level, they gain more powerful capabilities, as defined by their Class. This book contains rules for characters up to Level 15.

## Experience Points (XP)

A character's advancement in the game is tracked by the accumulation of experience points. Experience Points are awarded by the Referee after a successful adventure. When a character has accumulated a certain number of Experience Points, their Level increases. Each Class specifies the number of Experience Points required to achieve each Level.

## Prime Abilities

The Ability (or Abilities) most important to a character's Class. A character with high scores in their Prime Abilities may gain a bonus to Experience Points awarded by the Referee. Conversely, a character with a low score in a Prime Ability may suffer a penalty to awarded Experience Points. See *Prime Abilities*, p22.

## Hit Points (HP)

A character's ability to avoid dying. A character has a maximum Hit Point total and a current Hit Point total, which are tracked separately.

**Rolling Hit Points:** A character's Hit Points are rolled with a die type determined by their Class (for example, fighters roll 1d8 and magicians roll 1d4). When play begins, current Hit Points and maximum Hit Points have the same value.

**Damage:** When a character is harmed, their current Hit Point total is reduced. If this number reaches 0, the character dies. See p145.

**Healing:** Rest or healing can restore lost Hit Points up to the character's maximum Hit Points. See p160.

**Gaining Levels:** When a character gains a Level, a die is rolled and the result added to their maximum Hit Points. The type of die rolled is determined by the character's Class. As Hit Points increase, characters are able to combat more dangerous foes and face greater adversity.

## Armour Class (AC)

A character's ability to avoid damage in combat. Armour Class is determined by the character's armour and their Dexterity score.

**Default Armour Class:** An unarmoured character with average Dexterity has AC 10.

## Combat Aptitude

A character's aptitude in combat is classified as martial, semi-martial, or non-martial, determined by their Class. For example, fighter is a martial Class and magician a non-martial Class. Combat Aptitude determines how quickly a character's Attack and Save Targets advance.

## Attack

A character's ability to hit foes in combat, determined by their Class and Level. A character's Attack is a bonus added to Attack Rolls. See *Attack Rolls*, p145.

**Gaining Levels:** As characters advance in Level, their Attack gets higher, increasing their chance of hitting opponents in combat.

## Save Targets

A character's ability to avoid certain dangerous or detrimental effects, determined by their Class and Level. Save Targets are the numbers to match or exceed for a successful Saving Throw. There are five Saving Throw categories, each representing a common type of effect: Doom, Ray, Hold, Blast, Spell. See *Saving Throws*, p145.

**Gaining Levels:** As characters advance in Level, their Save Targets get lower, improving their chance of avoiding detrimental effects.

## Magic Resistance

A modifier applied to Saving Throws against effects of magical origin, determined by a character's Wisdom and Kindred. This may include saves against magical effects in any Saving Throw category, though does not normally apply to saves against breath attacks, such as wyrm breath.

## Speed

The speed at which a character can move when exploring, travelling, or during combat. See *Time and Movement*, p146.

**Default Speed:** The default Speed for characters is 40. This may be adjusted by the amount of gear and treasure a character is carrying. See *Encumbrance*, p148.

## Skills

Skills represent specific competencies useful in adventuring. As professional adventurers, all characters have basic competence with certain common activities—listening, searching, and wilderness survival. Some Classes grant the use of additional, specialised skills. See *Skill Checks*, p144.

## Alignment

Characters (and all other creatures) are classified as Lawful, Neutral, or Chaotic. Alignment determines how certain magic influences a character and should be used by the player as a guideline for role-playing. See *Alignment*, p24.

## Background

A secondary profession or skill set gained due to a character's upbringing or life prior to becoming a professional adventurer. Backgrounds play no mechanical role in the game rules, but the Referee may use them as an aid to judging which actions a character can perform. See *Is a Roll Warranted?*, p139 and *Narrative Interaction*, p150.

## Monster Statistics

While this book does not contain a full bestiary, game statistics for a small number of monsters and animals are present (e.g. for mounts which can be purchased or creatures that can be summoned by magic). Monsters, animals, and NPCs are described with a simplified set of statistics listing the main stats required for combat. Monster statistics are mostly the same as those used for characters, but the following points are worth noting.

**Size:** Human-sized (Medium), smaller than human-sized (Small), or larger than human-sized (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.

**HP:** The dice rolled to determine a monster's Hit Points, with the average value noted in parentheses.

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

**Att:** The attacks the monster can make each Round, with the Attack bonus and damage in parentheses.

**Morale:** The monster's courage, ferocity, and persistence in battle. See *Morale*, p167.

**XP:** The XP award for defeating the monster.

### Example: Prigwort Prancer

LARGE ANIMAL—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** 20



# Creating a Character

How to create a novice adventurer, ready to brave the befuddling Dolmenwood.

**W**hen creating a character, you need a character sheet—pictured to the right. The Dolmenwood character sheet is available online at [dolmenwood.com](http://dolmenwood.com) as a PDF to download and print.

**A note on randomness:** Many character statistics are determined by rolling dice. You are encouraged to savour the fun, unexpected character concepts that emerge from interpreting these random results. The character creation example (p20) demonstrates this.

## 1. ROLL ABILITY SCORES

Roll 3d6 for each of your character's Ability Scores in turn: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See *Ability Scores*, p22.

### Sub-Par Characters (Optional Rule)

If you roll a character with an 8 or less in *every* Ability Score or a 6 or lower in *more than one* Ability Score, you may choose to discard the character and start again.

## 2. CHOOSE A KINDRED

Select one of the Kindreds in *Part Three: Kindreds*, p28.

**New players:** The human Kindred is recommended, as it has the least special traits.

**Class restrictions:** Elves, grimalkins, and woodgrues cannot be clerics or friars as they have no spiritual connection with the deities of mortals.

## 3. CHOOSE A CLASS

Select one of the Classes in *Part Four: Classes*, p57, bearing in mind the Prime Abilities of each Class (see the *Summary of Classes* table).

**New players:** The fighter Class is recommended, as it has the least special traits.

## 4. ADJUST ABILITY SCORES

If you wish, you may raise your character's Prime Abilities by lowering other (non-Prime) Ability Scores. For every 2 points by which an Ability Score is lowered, 1 point may be added to a Prime Ability. No Ability Score may be lowered below 9, and no Prime Ability may be raised above 13 by adjustment.

## 5. NOTE ABILITY MODIFIERS

Now that your character's Ability Scores have been determined, make a note of any associated bonuses or penalties. See *Ability Scores*, p22.

## 6. NOTE KINDRED AND CLASS TRAITS

Record any special traits possessed by your character as a result of their Kindred and Class, including the following.

**Attack:** The advancement table for your character's Class lists your Attack. This value indicates your character's chance of hitting opponents in combat.

**Save Targets:** The advancement table for your character's Class lists your Save Targets. These are the target numbers used when making Saving Throws to avoid different kinds of dangerous or detrimental effects.

**Skill Targets:** Note your character's target numbers for Listen, Search, and Survival Skill Checks. All skills default to a target number of 6, unless your character's Kindred or Class specifies a lower target number.

**Languages:** Your character's native languages are listed in the Kindred description. This always includes the Woldish tongue spoken by all folk in Dolmenwood. Characters with high Intelligence (see *Ability Scores*, p22) may also choose additional languages from the list on p26.

## SUMMARY OF CLASSES

Class	Prime Abilities	Hit Points	Combat Aptitude	Main Class Capabilities
Bard	Charisma and Dexterity	1d6	Semi-martial	Counter charm, enchantment, decipher script, folklore
Cleric	Wisdom	1d6	Semi-martial	Holy magic (from Level 2), holy order, turn undead
Enchanter	Charisma and Intelligence	1d6	Semi-martial	Glamours, fairy runes, detect magic, use arcane items
Fighter	Strength	1d8	Martial	Combat talents
Friar	Intelligence and Wisdom	1d4	Non-martial	Herbalism, holy magic (from Level 1), turn undead
Hunter	Constitution and Dexterity	1d8	Martial	Animal companion, alertness, tracking, missile attacks
Knight	Charisma and Strength	1d8	Martial	Horsemanship, monster slayer, strength of will
Magician	Intelligence	1d4	Non-martial	Arcane magic, detect magic
Thief	Dexterity	1d4	Semi-martial	Back-stab, climb, decipher script, disarm traps, pick locks

## 7. ROLL HIT POINTS

Determine your character's Hit Points by rolling the die for the chosen Class and adding the Constitution Modifier (see *Ability Scores*, p22).

**Minimum 1 HP:** Your character always starts with at least 1 Hit Point, regardless of Constitution Modifier.

### Re-Rolling 1s and 2s (Optional Rule)

If your roll for Hit Points comes up 1 or 2 (before applying the Constitution Modifier), the Referee may allow you to re-roll HP.

## 8. ROLL EQUIPMENT

Your character's starting equipment is determined by a few die rolls. Characters start play with the following.

**General items:** Common clothes. A backpack containing 2 preserved rations, a waterskin, and a tinder box. A belt pouch containing 3d6 gold pieces.

**Class items:** Weapons, armour, and special items as noted in your character's Class.

**Adventuring items:** Choose or roll up to 4 items from the *Adventuring Items* table.

**Trinket:** An odd, possibly slightly magical item, rolled on the trinkets table for your character's Kindred.

### Buying Equipment (Optional Rule)

If you prefer to customise your character's equipment, you may roll for gold (3d6 × 10gp) and purchase armour, weapons, and equipment as desired. See *Part Six: Equipment, Services, and Animals*, p115.

## 9. NOTE ARMOUR CLASS

Your character's Armour Class is determined by their armour (see *Armour and Weapons*, p118) plus their Dexterity Modifier (see *Ability Scores*, p22). Some Kindreds and Classes also grant a bonus to AC.

**Unarmoured AC:** If your character has no armour, their AC is 10 plus their Dexterity Modifier.

## 10. NOTE SPEED

Determine your character's Speed based on the amount of equipment carried (see *Encumbrance*, p148).

**Unencumbered Speed:** Unencumbered characters have Speed 40, an exploration rate of 120' per Turn, and 8 Travel Points per day when travelling overland (see *Travel*, p156).

## 11. CHOOSE ALIGNMENT

Decide whether your character is Lawful, Neutral, or Chaotic (see *Alignment*, p24) and note this on your character sheet.

**Class restrictions:** Clerics and friars may not be Chaotic.

## 12. NOTE LEVEL AND XP

Your character begins play at Level 1 with 0 XP.

## 13. NAME AND DETAILS

Referring to the tables listed under your character's Kindred, choose a name for your character. Optionally, select a background and any extra details. You are now ready for adventure.

## ADVENTURING ITEMS

d20 Item	d20 Item	d20 Item	d20 Item
1 Bedroll	6 Firewood (bundle)	11 Marbles (bag of 20)	16 Sledgehammer
2 Chalk (10 sticks)	7 Grappling hook	12 Oil flask	17 Small hammer
3 Chisel	8 Ink, quill, 5 sheets paper	13 Rope (50')	18 Tent
4 Cooking pots	9 Iron spikes (12)	14 Sack	19 Torches (3)
5 Crowbar	10 Lantern (hooded)	15 Shovel	20 Twine (100' ball)

# Example of Creating a Character

An adventurer emerges from a player's choices and interpretation of die rolls.

## 1. ROLL ABILITY SCORES

The player rolls 3d6 for each Ability Score in turn:

**Strength:** 9. An average score.

**Intelligence:** 8. Slightly below average.

**Wisdom:** 15. A very good score.

**Dexterity:** 6. A rather poor score.

**Constitution:** 16. A lucky roll—an excellent score.

**Charisma:** 11. An average score.

A picture of the character is already forming. Their high Constitution and Wisdom suggest a hardy character with a strong connection with the spiritual. Their poor Dexterity and below average Intelligence suggest a rustic character with little interest in intellectual or artistic pursuits.

## 2. CHOOSE A KINDRED

Kindred is selected based on player preference, although the Referee may sometimes wish to limit available options. For example, some Referees prefer to restrict Player Characters to mortal Kindreds, or even to humans only.

The picture formed by the rolled Ability Scores brings an elderly breggle to the player's mind—still hale (high Constitution) but somewhat dodderly with age (low Dexterity). The Referee approves this choice.

## 3. CHOOSE A CLASS

Class is selected based on player preference and Prime Abilities. While Classes do not have any Ability Score requirements, an especially good roll in an Ability indicates suitability for any Class with that Prime Ability.

Looking at the rolled Ability Scores once more, the player focuses on the high Wisdom—an indicator of spiritual insight. The player envisages a mild-mannered individual, with a strong personal connection to the divine.

Cleric and friar both use Wisdom as a Prime Ability. The player selects friar—a better fit with their conception of the character.

## 4. ADJUST ABILITY SCORES

The player has the option of lowering non-Prime Ability Scores in order to raise Prime Abilities, on a two-for-one exchange. As Wisdom and Intelligence are the character's Prime Abilities (as a friar), they may only lower Strength, Dexterity, Constitution, or Charisma.

Raising the character's Prime Abilities can be beneficial either to gain a bonus to earned Experience Points (if all Prime Abilities are 13 or higher) or for the other bonuses associated with the Ability Scores (e.g. higher Wisdom grants a bonus to resist magical effects).

Noting that one of the character's Prime Abilities is below 9 (which would incur an Experience Point penalty), the player considers making an adjustment. Wishing to keep the high Constitution score, the only option is to lower Charisma. Subtracting 2 points from Charisma, the player raises the character's Intelligence by 1, resulting in the following Ability Scores: Strength 9, Intelligence 9, Wisdom 15, Dexterity 6, Constitution 16, Charisma 9.

## 5. NOTE ABILITY MODIFIERS

Now that the character's Ability Scores are established, the player consults the Ability Modifiers table (p22) and records all relevant modifiers on the character sheet, as follows:

**Strength:** 9. Average; no Modifier.

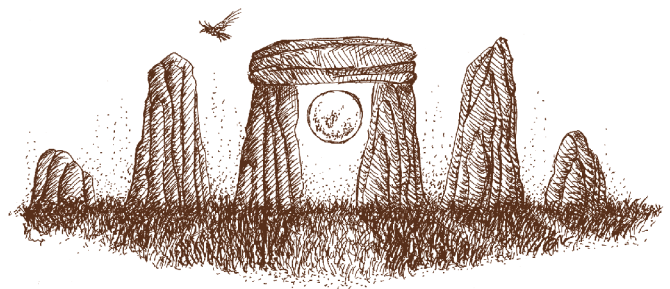
**Intelligence:** 9. Average; no Modifier.

**Wisdom:** 15. +1 Modifier.

**Dexterity:** 6. -1 Modifier.

**Constitution:** 16. +2 Modifier.

**Charisma:** 9. Average; no Modifier.



## 6. NOTE KINDRED AND CLASS TRAITS

Reading over the breggle and friar descriptions once more, the player makes notes on their special traits. Breggles have a natural horn attack and fur that grants an AC bonus. Friars have an increased chance of success with Survival when foraging, gain an AC bonus, may attack with culinary implements, gain a bonus when using medicinal herbs, cast holy spells (a single Rank 1 spell for a Level 1 friar), and can attempt to turn the undead.

**Attack:** The player consults the friar advancement table and notes the character's Attack: +0 for a Level 1 friar. This bonus is applied when making Attack Rolls, in addition to any modifiers due to Strength or Dexterity.

**Save Targets:** Consulting the friar advancement table again, the player notes the character's Save Targets: Doom 11, Ray 12, Hold 13, Blast 16, Spell 14. They also note that the character's Wisdom Modifier (+1) grants them +1 Magic Resistance.

**Skill Targets:** Friars do not have any specialised skills, but they do have a lower Skill Target with Survival when foraging.

**Languages:** The character knows all languages listed in the breggle Kindred description: Woldish, Gaffe, and Caprice. Friars also gain a bonus language: Liturgic (the Church scriptural tongue). As the character has average Intelligence (9), they do not gain additional languages.

## 7. ROLL HIT POINTS

Level 1 friars have 1d4 Hit Points. The player rolls a 3. Adding the Constitution Modifier, the character starts with 5 Hit Points.

## 8. ROLL EQUIPMENT

The player rolls a few dice to determine the character's starting equipment. **General items:** Common clothing, a backpack, 2 preserved rations, a waterskin, a tinder box, a belt pouch, and 10 gold pieces. **Friar class items:** A dagger, a friar's habit, and a wooden holy symbol. **Adventuring items:** A shovel and a lantern (randomly rolled), plus 2 oil flasks (selected from the list). **Breggle trinket:** A gnarled root shaped like a mossling.

Mulling over the randomly determined items, the player imagines the friar as a keen forager (hence the shovel) who has recently unearthed a curious specimen that they now seek sagacious advice on (the mossling-shaped root).

## 9. NOTE ARMOUR CLASS

Since friars cannot wear armour of any kind, the character's base AC is 10. This is reduced to 9 by the character's low Dexterity (-1 Modifier), increased to 10 by the character's thick breggle fur, and finally increased to 12 by the friar's Armour of Faith trait. Overall, the character is poorly defended and would be wise to avoid combat where possible.

## 10. NOTE SPEED

The Referee informs the player that the slot encumbrance rules are in use (see *Encumbrance*, p148). Carrying 3 equipped items—a dagger, a lantern, and a belt pouch with 10gp and the gnarled root—the character has a base Speed of 40. The character's backpack with 8 stowed items does not further reduce their Speed.

The player notes Speed 40 on the character sheet.

## 11. CHOOSE ALIGNMENT

The player considers which of the three alignments (Lawful, Neutral, and Chaotic) best suit the character. They decide on Lawful, due to the character's benevolent, well-meaning demeanour.

## 12. NOTE LEVEL AND XP

The character is Level 1 and has 0 XP as they begin their adventuring career.

## 13. NAME AND DETAILS

**Name:** Looking at the breggle names table, the player decides that the character is female and rolls the name Crewwin Wolder.

**Background:** A roll on the breggle background table comes up with magician's assistant. An unusual result, considering the character's low Intelligence and devout calling. The player considers discarding the result and re-rolling but then hits upon the idea of Crewwin having been a reluctant magician's apprentice in her youth. She was eventually cast out for sanctimoniously refusing to cooperate with her erstwhile master's nefarious schemes.

**Other details:** Rolling on the other breggle detail tables, the following results emerge: Crewwin's ears are pierced with nails (perhaps a form of religious penance), she has missing teeth (due to age), her fur is grey and greasy (due to a life on the road), her voice is throaty, she is a wild hedonist (the player decides to re-roll this ill-fitting result and gets "ale-addled"—a more likely proposition for a friar), she wears a grimy apron (to protect her habit from mud when digging for roots), she desires to escape justice for a past crime (perhaps her former master still seeks to apprehend her), and believes that the end of the world is nigh (perhaps due to prophetic dreams).

**Crewwin Wolder is now ready for adventure!**



# Ability Scores

A character's basic aptitudes, and how they are used in the game.

Characters are rated in six Abilities, representing their physical and mental aptitudes. A character's rating in each Ability determines whether they have any bonuses or penalties associated with various actions in the game.

## ABILITY MODIFIERS

High or low Ability Scores may grant a bonus or penalty associated with other rolls in the game. The *Ability Modifiers* table lists the Modifier associated with different Ability Scores. The effects of each Ability Score's Modifier are described on the next page.

ABILITY MODIFIERS	
Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

## ABILITY CHECKS

The rules sometimes call for an Ability Check (see p144), where a character's basic physical or mental aptitudes are tested. The situations in which each Ability Score may be tested are listed on the next page.

## PRIME ABILITIES

Each Class has one or more Prime Abilities of special importance to its function. For example, fighters rely on Strength and magicians rely on Intelligence.

**XP modifier:** A character's score in their Prime Ability determines a modifier applied to all Experience Points earned, as shown in the *Prime Ability XP Modifiers* table.

**Multiple Prime Abilities:** For Classes with multiple Prime Abilities, the *lowest* score determines a character's XP modifier. For example, a bard with 8 Dexterity and 15 Charisma would suffer a -10% penalty to XP.

PRIME ABILITY XP MODIFIERS		
Prime Ability Score	XP Modifier	
3-5	-20%	
6-8	-10%	
13-15	+5%	
16-18	+10%	





## STRENGTH

Brawn, muscle power, and physical might.

**Melee:** The Strength Modifier is applied to Attack and Damage Rolls with melee weapons.

**Strength Checks:** Breaking down doors (*p151*), forcing open doors (*p151*), jumping (*p153*), swimming in armour (*p154*).

## INTELLIGENCE

Learning, memory, and reasoning.

**Languages spoken:** A positive Intelligence Modifier equals the number of additional languages the character speaks. These should be chosen by the player during character creation—see *Languages, p26*. A negative Intelligence Modifier has no effect on the number of languages a character speaks.

**Literacy:** Characters with Intelligence below 6 optionally can only read and write basic words and phrases.

**Intelligence Checks:** Learning a spell from a spell book (*p78*), smoking and contemplating a problem (*p129*).

## WISDOM

Insight, common sense, and intuition.

**Magic Resistance:** The Wisdom Modifier determines the character's Magic Resistance (see *Magic Resistance, p17*), used when rolling Saving Throws against effects of magical origin.

**Wisdom Checks:** Campfire cooking (*p158*).

## DEXTERITY

Agility, reflexes, quickness, and balance.

**Armour Class:** The Dexterity Modifier is applied to the character's Armour Class.

**Missile attacks:** The Dexterity Modifier is applied to Attack Rolls (but not Damage Rolls) with missile weapons.

**Dexterity Checks:** Climbing in tense or difficult circumstances (*p150*).

## CONSTITUTION

Health, stamina, and endurance.

**Hit Points:** The Constitution Modifier is added to the character's Hit Points at Level 1 and every time a level is gained thereafter up to Level 10. A character always gains at least 1 Hit Point per Level, regardless of Constitution Modifier.

**Constitution Checks:** Getting a good night's rest when camping wild (*p159*), resisting the effects of alcohol (*p127*).

## CHARISMA

Leadership potential, personal magnetism, and physical appearance.

**Retainers:** The Charisma Modifier is applied to the maximum number of retainers the character may employ at one time as well as their Loyalty score. See *Retainers, p134*.

**First impressions:** Charisma affects the reaction of potential retainers during hiring (see *Retainers, p134*) and the reaction of NPCs and monsters when first encountered (see *Encounters, p164*).

**Charisma Checks:** Entertaining around the campfire (*p158*), hunters establishing a connection with an animal companion (*p68*).

# Alignment

The three fundamental modes of behaviour that drive all creatures.

**A**lignments are cosmic principles that represent broad world views and modes of behaviour. All beings are categorised under one of three alignments: Lawful, Neutral, or Chaotic.

## LAWFUL

Lawful beings are trustworthy, believe in protecting others, and act for the good of the group. They obey the rules of society and strive for fairness and justice.

On a philosophical level, Law represents the belief in goodness, order, truth, and justice as the natural order of the universe.

## NEUTRAL

Neutral beings cooperate with others as long as it is not to their own detriment. They treat others as they are themselves treated and believe in self-reliance. Beings of less than human intelligence that act purely on instinct (e.g. normal animals) are classified as Neutral.

On a philosophical level, Neutrality represents the belief in a balance between the forces of Law and Chaos, with neither side dominant.

## CHAOTIC

Chaotic beings lie and use others to expedite their own ends, with no concern for the good of the group. They casually break laws and violate norms, driven by the belief that the rules are as arbitrary as their own whims.

On a philosophical level, Chaos represents a belief in the meaninglessness and randomness of the universe, wherein the individual's selfish desires are utmost. This principle can usually be equated with evil.



## REVEALING ALIGNMENT

Players must inform the Referee of their characters' Alignment, but they do not have to tell other players.

## ROLE-PLAYING ALIGNMENT

Players should consider their character's Alignment when determining their actions. The Referee may call the player's attention to deeds that contradict the chosen Alignment. If a character repeatedly behaves in a manner contrary to their Alignment, the Referee may suggest that they change to an Alignment better fitting to their behaviour.

## ALIGNMENT AND MAGIC

In addition to its role as a broad guide to character behaviour, Alignment influences the way some magic affects characters. Some spells only affect creatures of certain Alignment (for example, the holy spell *Mantle of Protection*). Likewise, some magic items have special properties related to Alignment.



# Advancement

How adventurers gain experience and grow in power.

**A**dventurers begin play at Level 1 with no Experience Points. Those who have success in adventuring gain Experience Points, gradually accumulating enough to increase in Level.

## PARTY XP AWARDS

A party that survives an adventure and returns to safety gains Experience Points (XP). XP is awarded by the Referee, based on how successful the adventure was. The main factors are as follows. The *Dolmenwood Campaign Book* has full details on awarding XP, including optional rules for additional kinds of XP awards.

**Treasure:** The party gains 1 XP per 1 gold piece value of treasure recovered. Recovered treasure is the primary source of XP, usually accounting for three-quarters or more of total XP earned.

**Foes defeated:** The party gains XP for every foe defeated (i.e. slain, outsmarted, captured, scared away, etc.). The XP award for a creature is determined by its Level and the number of potent special traits it has.

## DIVIDING PARTY XP

All XP awarded to the party is totalled and divided evenly between all party members who survived the adventure. Awarded XP is always divided evenly, irrespective of how the party decides to divide treasure.

## Prime Ability XP Modifiers

Characters with especially low or high scores in their Class's Prime Abilities receive a bonus or penalty applied to XP awarded to them (see *Prime Abilities*, p22).

## Retainers

Retainers (see p134) are treated somewhat differently than Player Characters.

**Townfolk retainers:** Do not gain XP, so are not counted as party members for the purposes of XP division.

**Adventurer retainers:** Adventurer retainers are counted as party members for the purposes of XP division. As retainers follow instructions from PCs, rather than independently making decisions, all XP they earn is halved.

**Example:** A party of four PCs, three adventurer retainers, and two townfolk retainers is awarded a total of 7,000 XP. This total is divided by 7 (4 PCs + 3 retainers—not counting the townfolk), resulting in an award of 1,000 XP per character. The PCs gain 1,000 XP each and the retainers gain 500 XP each.

## MAXIMUM XP PER SESSION

A character cannot advance more than one Level in a single session. Any additional XP that would take a character two or more Levels above their current Level are lost, leaving the character at 1 XP below the total for the next Level.

## LEVELLING UP

When a character gains enough XP to reach the next Level (found on the advancement table for each Class), update the character sheet with improvements.

- Hit Points:** Increase the character's current and maximum Hit Points by the amount listed.
- Attack and Save Targets:** Note any improvements to Attack and Save Targets listed.
- Spells and skills:** Note any change in Skill Targets and the number of spells the character can use each day, as applicable to the Class.
- Other Kindred or Class traits:** Note any additional traits that the character is able to use due to their increased Level. (Some Kindred and Class traits can only be used by characters of a certain Level.)
- XP for next Level:** Note the XP total required for the next Level.

**Example:** Sedgewick the magician is Level 3 with 9,400 XP, just short of the 10,000 needed to reach Level 4. Following a particularly successful adventure, he gains an additional 5,000 XP. This brings his XP total to 14,400—enough to reach Level 4. The player consults the magician Class description to see what benefits Sedgewick gains. Firstly, he gains 1d4 Hit Points (the player rolls a 2 and adds this to Sedgewick's HP total). Secondly, the player notes improved Attack and Save Targets. Thirdly, the player notes the ability to memorise one additional Rank 2 spell per day. Sedgewick requires a total of 20,000 XP to reach Level 5.

## TRAINING (OPTIONAL RULE)

The Referee may require characters to engage in a period of training in order to level up. Until the training is complete, the character cannot advance to the next Level and can gain no further XP.

**Training with a mentor:** A character may train under a mentor of the same Class and higher Level. Training requires 1–4 weeks. The Referee may determine the training time randomly (1d4) or may base it on the player's performance (e.g. clever play, successful use of Class capabilities, etc.). Training under a mentor costs 250gp per week per Level of the trainee.

**Training alone:** If the character trains alone, the cost is halved but the time required is doubled.

# Languages

The tongues and cants of the sentient folk of Dolmenwood.

A multitude of languages, dialects, and cants are spoken within Dolmenwood, from the common tongues of mortal folk to the otherworldly intonations of Fairy. Many of these languages can be learned by Player Characters (see *Player Character Languages*), while others are the sole province of ancient fairies and learned sages.

## THE COMMON TONGUE

### Woldish

The language spoken by virtually all sentient creatures in Dolmenwood. Woldish is a dialect of the common tongue that is spoken in the wider world beyond the Wood.

### Old Woldish

The language of the folk who entered Dolmenwood and founded the Kingdom (now Duchy) of Brackenwold.

**Learning:** Although Old Woldish is no longer spoken, its study is common among the well-educated.

### Player Character Languages

A Player Character's native languages are determined by their Kindred. All characters speak Woldish, and some Kindreds speak other mortal or fairy languages.

**High Intelligence:** Characters with a high Intelligence (see *Ability Scores, p22*) may roll or select additional languages from the list below.

### COMMON LANGUAGES

d6	Language	Notes
1	Caprice	Breggle noble tongue
2-3	Gaffe	Breggle common tongue
4	Liturgic	Pluristine Church scriptural tongue
5	Old Woldish	Ancient language
6	Sylvan	Demi-fey common tongue

**Obscure languages:** At the Referee's discretion, characters may learn the following more obscure languages sometimes spoken in Dolmenwood: Boggin, Deorling, Drunic, Dwelve, High Elfish (fairies only), Merfolk, Mulch, Wyrm.



## BREGGLE TONGUES

### Caprice

A language evolved among the breggle aristocracy of the High Wold, encompassing greatly simplified elements of the High Elfish tongue melded with the more eloquent components of Gaffe. A large canon of literature exists in this language, written at times in an abridged form of the High Elfish script and at times in the Woldish script.

**Learning:** Caprice is in common use and easily learned.

### Gaffe

The native tongue of lower ranking breggles: a melodic language of bleats and gurgles. Gaffe includes many words derived from Woldish and, though it is of utterly different origin, shares a small number of words with the Sylvan language.

**Learning:** Gaffe is in common use and easily learned.

## THE SCRIPTURAL TONGUE

### Liturgic

The holy language of the Pluristine Church, used extensively in scripture and sermon. The origins of Liturgic lie in a land far removed from Dolmenwood, but its usage is now common throughout many lands due to the expansions of the Church. It is a purely scriptural language and is seldom spoken outside of sermons.

**Learning:** Liturgic is in common use and easily learned. Fairies and demi-fey, as they have no spiritual connection with the deities of mortals, cannot learn Liturgic and find its tones somewhat unpleasant.

## FAIRY TONGUES

### The Immortal Tongue of Fairy

The language of the most elevated denizens of the Fairy world—those ancient beings said to be older than the mortal world itself. The immortal tongue is of such primal potency that all sentient beings understand its honeyed tones. However, only under the most incredibly portentous circumstances may a mortal expect to hear this speech. The most ancient of fairy folk are little more than legend, and their language is practically mythical.

**Learning:** No mortal or lesser fairy may speak the undying tongue, and those who attempt to study its treasury of words are beset by hex and misfortune.

### High Elfish

The language of the fairy nobility (for example, the Cold Prince and his retinue) is a derivative of the Immortal Tongue of Fairy. The predilection of fairy nobles for the outlandishly baroque is reflected in the convoluted grammar and voluminous lexicon.

**Learning:** Mortal scholars view High Elfish as the most fiendishly complex language ever devised. Due to its intricacy, this tongue is virtually impossible for non-fairies to learn. Even fairies of the lower castes find it impenetrable.

### Mewl

The secret language of the grimalkins and other cat-like fairies. Mundane cats can also converse in this tongue (often to their surprise!), if addressed, and prove eloquent conversationalists.

**Learning:** Cat fairies take grave offence at others (especially mortals!) studying their language and go to great lengths to prevent knowledge of its sprawling vocabulary and subtle variations of yowl from propagating.

### Sylvan

The common speech of the fairies and demi-fey of Dolmenwood, believed to be distantly derived from the Immortal Tongue of Fairy.

**Learning:** Sylvan is in common use and easily learned.

### Dwelve

The common speech of fairies and demi-fey that dwell in the underworld beneath Dolmenwood, as well as those with whom they trade. Distantly related to High Elfish.

**Learning:** Dwelve is not commonly spoken by surface dwellers, but is easily learned by those with the desire.

## THE MOSSLING TONGUE

### Mulch

An obscure tongue spoken by mosslings and some sentient species of plants and fungi.

**Learning:** The squelching, grinding sounds of which Mulch consists are notoriously difficult for other Kindreds to reproduce, though a handful of sages have made rudimentary studies of the language.

## DRUNIC TONGUES

### Drunic

The language used for everyday communication among the Drune, as well as in ritual, scripture, and historical records. Numerous are the standing stones in Dolmenwood which are inscribed with runes of the Drunic tongue.

**Learning:** Drunic and its intricate script are a closely guarded secret of the Drune.

### Old Drunic

The sacred tongue of the ancestors of the Drune—an esoteric language of great antiquity, only found in the most ancient records in the hidden vaults of the Drune.

**Learning:** Old Drunic is virtually lost. Only the most erudite Drune sages have any knowledge of it.





Part Three

Kindreds



“**W**h they’ve all come through my doors, darling! Every kindred you’ve ever met and a few you’ve probably never heard of. And don’t let the distinction fool you: mortals, fairies, demi-fey. Who has a soul and who doesn’t? All of that is theological balderdash. All folk bold or foolhardy enough to step beneath the great green canopy of Dolmenwood share one absolutely delightful feature worth its weight in song: they’re always, always full of surprises. Now, can I interest you in a mug of Halthwidden’s? Finest ale in Prigwort, or anywhere else, I promise.”

—Maydrid Hydball, Wrinkled Medlar proprietor

# Mortals, Fairies, and Demi-Fey

On the three principal types of sentient folk in Dolmenwood.

**K**indreds of sentient folk are classified as one of three types: mortal, fairy, or demi-fey. From among the myriad Kindreds of each type that inhabit Dolmenwood, this book presents six as playable character options. This section describes the generalities of fairies, mortals, and demi-fey. The Kindreds that players can select are then elucidated in the following pages.

## MORTALS

Kindreds whose origins are within the confines of the mortal world.

**Playable Kindreds:** Breggles, humans, and mosslings.

### Mortality

Mortals are swept along on the currents of time: ageing, deteriorating, and dying like all things in the natural world. Their lifespans are counted in decades, and they suffer from all manner of diseases and ailments.

### No Innate Magic

Aside from a few individuals gifted with a sensitivity to arcane energies, mortal Kindreds have no innate magic. The majority of mortal folk are mistrustful of magic, regarding it as perilous and unnatural.

### Religion and Worldview

Worship of deities and other powers (e.g. exalted heroes, ancestors, spirits of the natural world) is common among mortal folk—see *Religion in Dolmenwood*, p178. Religion and worship often play a dominant role in their societies and daily lives. Mortals who dedicate themselves to the service of a religion may receive blessings in the form of holy magic.

### Mindset

Governed by the laws of time and nature, mortals tend to be social creatures, banding together for safety and cooperation. The towns and villages of mortal folk in Dolmenwood act as a respite from the dangers of the wild.



*Mossling*

*Breggle*

*Woodgrue*

*Human*

*Grimalkin*

*Elf*

## FAIRIES

Kindreds that originate in the undying world of Fairy. Most fairies never venture into the mortal world, but some romantic, obsessive, or adventurous individuals gain a taste for the place and tarry for extended periods.

**Playable Kindreds:** Elves and grimalkins.

### Immortality

While fairies may be killed, they remain untouched by the ravages of time and do not die naturally. Likewise, fairies are immune to diseases of non-magical origin.

### Innate Magic

As natives of the other world, where the logic of the mortal world does not hold, fairies possess innate magic—known as *glamours*—that amazes and confounds mortals. Glamours take many forms, but powers of illusion, inveiglement, enchantment, and vanishing are common.

### Otherworldliness

Unless disguised by magic, fairies always carry an air of unearthliness about them in the mortal world. This may be perceived by mortals as awe-inspiring, intoxicating, fearsome, or dreadful. Animals invariably find fairies unnerving.

### Religion and Worldview

There are no gods in Fairy, and most fairy societies lack formalised religions, instead giving rise to myriad baroque cosmologies and philosophies of living. One common conception is of a cosmic library wherein the deeds of all creatures are recorded in tiny golden books (with mortal lives as mere footnotes). The deities and powers worshipped by mortals only concern themselves with the mortal world and its natives. They have no spiritual connection with fairies.

### Mindset

Fairies are wracked with passions that run deeper than mortals can fathom. They can be at once wise beyond measure and petty as children, with an unwavering devotion to their own personal whims. In Fairy, great kingdoms and hierarchies of nobility constrain the most fiery impulses, but those fairies who come to Dolmenwood tend to be individualists of bold and adventurous spirit.



### Fairies, Cold Iron, and Silver

**Susceptibility to cold iron:** As the basest of all metals, iron is anathema to the rarefied bodies of fairies. Fairies suffer additional damage if hit with cold iron weapons (see p119).

**Repulsion to silver:** While not as intrinsically harmful to fairies as cold iron, mortal silver is more vehemently scorned. The touch of the metal is repulsive to fairies, instantly bringing on a queasiness of the stomach.

**Demi-fey:** Demi-fey retain their ancestors' vulnerability to cold iron, but have dwelt in the mortal world long enough to become accustomed to mortal silver.

### Fairy Adventurers in the Mortal World

Fairy PCs have chosen to come to the mortal world without a direct means of return to Fairy. Players should consider their reason for departure when creating fairy characters. For example, the character may be in exile, fleeing some peril, or simply wishing for a new start.

## DEMI-FEY

Kindreds of Fairy origin that have forsaken their native world and taken up (more or less) permanent residence in the mortal world. Over many generations, exposure to time in the mortal world has changed demi-fey Kindreds such that they are no longer true fairies.

**Playable Kindreds:** Woodgrues.

### Gradual Mortality

Demi-fey no longer possess the immortality of their forebears, ageing and dying akin to mortals. Their life spans, however, are long, commonly stretching into a fourth century. Likewise, demi-fey are susceptible to the diseases of the mortal world.

### Remnants of Innate Magic

Most demi-fey retain some aspects of the innate magic of their fairy ancestors, but usually diminished by long exposure to the mortal world or transformed into semi-innate magical traditions passed down over generations.

### Religion and Worldview

Like fairies, demi-fey have no spiritual connection with the deities and powers of mortal religions. They tend to be superstitious, rather than religious, each folk having accumulated a body of odd beliefs and lore since their arrival in the mortal world.

### Mindset

Similarly to mortals, demi-fey tend to be social creatures, though they rarely gather in large settlements. Demi-fey cultures often evolve from the idiosyncratic beliefs and habits of a handful of esteemed fairy ancestors.

# Breggle

Goat-headed folk whose horn length indicates their social standing.

<b>Kindred Type</b>	Mortal
<b>Level 1 PC Age</b>	15 + 2d10 years
<b>Lifespan</b>	50 + 2d20 years
<b>Height</b>	5'4" + 2d6" (Medium)
<b>Weight</b>	120 + 6d10 lbs
<b>Native Languages</b>	Woldish, Gaffe, Caprice

The proud and stubborn breggles—sometimes called goatfolk (or *hregl*, in their own tongues)—have inhabited the High Wold since antiquity. Once the sole masters of that fertile region of hills, meadows, and tangled woods, the ancient breggle noble houses now rule alongside humans, swearing fealty to the Dukes of Brackenwold. Breggles live much as humans do, dwelling in hamlets, farmsteads, and castles. In the larger towns of the High Wold, breggles live side by side with humans.

## Shorthorns and Longhorns

Breggles divide themselves into two castes, differentiated by horn length: *shorthorns* (the working class) and *longhorns* (the noble class). Despite this division, shorthorns and longhorns are in fact the same species. The horns of a shorthorn who earns wealth and renown will grow, eventually reaching longhorn proportions (4" or more). True acceptance in the ruling class is, however, another matter.

## Intermarriage With Humans

Humans and breggles occasionally marry and have children. Socially, characters of half-breggle, half-human parentage are seen as belonging to both Kindreds. They tend to take strongly after one of their parents and, for mechanical purposes, should be treated as either human or breggle.

## Crookhorns

Among the armies of the wicked Nag-Lord are a multitude of corrupted breggles known as *crookhorns*, twisted in mind and body by the evil magic of their master. The breggles of the High Wold regard crookhorns as wretched abominations, to be eradicated at any opportunity.

## Religion and Ancestor Worship

As subjects of the duke, breggles are nominally adherents of the Pluristine Church. True devotion to the Church is, however, rare among breggles, who prefer to offer up prayers to esteemed ancestors from their long history—see *Aud frengd Hlerr*, p179.

## KINDRED RELATIONS

Breggles are on friendly terms with mortal and demi-fey Kindreds. Most non-adventuring breggles have never met a fairy and regard them with awe, wonder, and caution. Breggle folklore is filled with tales of the ancient nobility of fairies, as well as their tricksome magic.

In human settlements within the High Wold, breggles are a commonplace sight, many living alongside humans. Further afield, humans tend to treat them with respect and caution, as the power of the longhorn noble houses is known and feared.

## NAMES

A small number of breggle surnames are shared by humans native to the High Wold, the two Kindreds having lived side by side for many centuries.

**Naming a character:** Either choose a first name and surname from the table below, roll for each, or invent something in a similar vein.

BREGGLE NAMES				
d20	Male	Female	Unisex	Surname
1	Aele	Aedel	Addle	Blathergripe
2	Braembel	Berrild	Andred	Bluegouge
3	Broob	Bredhr	Blocke	Bockbrugh
4	Crump	Draed	Clover	Bockstump
5	Drerdl	Fannigrew	Crewwin	Elbowgen
6	Frennig	Frاندورup	Curlip	Forlocke
7	Greg	Grendilore	Eleye	Hwodlow
8	Gripe	Grendl	Ellip	Lankshorn
9	Llerg	Grewigg	Frannidore	Lockehorn
10	Llrod	Hildrup	Ghrend	Longbeard
11	Lope	Hraigl	Grennigore	Longshanks
12	Mashker	Hwendl	Gwendl	Shankwold
13	Olledg	Maybel	Hrannick	Smallbuck
14	Rheg	Myrkle	Hwoldrup	Snicklebock
15	Shadgore	Nannigrew	Lindor	Snidebleat
16	Shadwell	Pettigrew	Merrild	Snoode
17	Shadwicke	Rrhimbr	Smenthard	Underbleat
18	Shandor	Shord	Snerg	Underbuck
19	Shank	Smethra	Wendlow	Wolder
20	Snerd	Wheld	Windor	Woldleap

## EXTRA DETAILS

The tables on the following pages may be used to add extra details to breggle Player Characters. Roll on as many tables as desired, or use them as inspiration for crafting additional character details.

## CHOOSING A CLASS

Breggle adventurers are most commonly fighters, knights, or magicians. They seldom seek membership of the Pluristine Church as clerics or friars, and only rare individuals have enough of a connection with Fairy to become enchanters.

## FUR

A breggle character's thick, woolly fur grants them +1 AC when unarmoured or wearing Light armour.

## GAZE

Upon attaining longhorn status (from Level 4), a breggle character can use their gaze to charm humans and shorthorns into obeisance.

**Activating:** The longhorn must gaze intently at an individual human or shorthorn.

**Effect:** If the target fails a **Save Versus Spell**, they are charmed to view the longhorn character with awe and respect. While charmed, the target is unable to harm the longhorn, either directly or indirectly.

**Duration:** Until next sunrise.

**Resisting:** The holy spell *Mantle of Protection* counters a longhorn's gaze.

**Usage frequency:** A longhorn may use their gaze a limited number of times per day, depending on their Level—see the *Breggle Advancement* table. The gaze may be used on a specific subject at most once a day.

## HORNS

Breggles may make a melee attack with their horns instead of a weapon. The damage inflicted increases with Level, as indicated in the *Breggle Advancement* table.

### Horn Length and Social Standing

A breggle character begins play as a commoner of the shorthorn caste, aspiring to improve their lot in life. As they advance in Level, gaining experience, wealth, and renown, their horns grow (see the *Breggle Advancement* table).

### Longhorn Status

Upon reaching Level 4, a breggle character's horns have grown to the point that the character is recognised as a longhorn.

## BREGGLE ADVANCEMENT

Horns			
Level	Length	Damage	Gaze
1	1"	1d4	—
2	2"	1d4	—
3	3"	1d4 + 1	—
4	4"	1d4 + 1	1 / day
5	6"	1d4 + 1	1 / day
6	8"	1d6	2 / day
7	10"	1d6	2 / day
8	12"	1d6	3 / day
9	14"	1d6 + 1	3 / day
10+	16"	1d6 + 2	4 / day



## BREGGLE BACKGROUNDS

## d20 Background

1	Alchemist's assistant
2	Angler
3	Beekeeper
4	Blacksmith
5	Brewer
6	Chandler
7	Devil goat handler
8	Gambler
9	Grave digger
10	Merchant

## d20 Background

11	Onion farmer
12	Page
13	Pig farmer
14	Servant
15	Smuggler
16	Sorcerer's assistant
17	Standard-bearer
18	Thatcher
19	Turnip farmer
20	Vagrant

**Devil goats:** Known as Augfrlad in Caprice. Large, carnivorous goats bred by certain breggle nobles for use as fiercely loyal guardians or ceremonial mounts.

## BREGGLE TRINKETS

## d100 Trinket

01–02	A bag of divination stones that always answer “Panic” to any question.
03–04	A bloodstained jester’s hat.
05–06	A bloody knife that cannot be cleaned.
07–08	A blue velvet jacket with a hidden pocket which moves when you’re not looking. Every time you want to retrieve something from the pocket, it takes a minute of searching to find it.
09–10	A book of poetry that consists primarily of bleating.
11–12	A bottle of noxious perfume. When sprayed, it can be smelt up to half a mile away.
13–14	A brass owl statue with eerie black eyes.
15–16	A broken fishing rod that still displays teeth marks from an enormous fish.
17–18	A circular ceramic amulet which displays the current moon phase.
19–20	A clay pot labelled “Frog Paste,” containing what appears to be frog paste.
21–22	A clump of writhing, black moss that you scraped off a looming monolith one lonely night.
23–24	A collection of papers with scrawled notes detailing your life story. The odd thing is that you found these notes on the corpse of a stranger, drowned in a ditch.
25–26	A curious mossling wind instrument carved out of a gourd. You can’t figure out which hole to blow in.
27–28	A diorama of two stuffed mice riding stuffed squirrels, jousting.
29–30	A dried mushroom with a face.
31–32	A folio of pressed sprite-wings.
33–34	A gnarled root shaped like a mossling.
35–36	A letter warning that several unnamed but high-ranked longhorns are secretly crookhorns in disguise.
37–38	A locket with a portrait of a fluffy cat wearing a crown with the inscription “For the love of King Pusskin.”
39–40	A long-nosed masquerade mask.
41–42	A moleskin wristband, anointed with exotic fairy perfume.
43–44	A mossling pipe that blows rainbow-coloured smoke rings.

## d100 Trinket

45–46	A necklace of miscellaneous humanoid teeth.
47–48	A petrified turnip.
49–50	A pig heart that oozes ichor when squeezed.
51–52	A pouch which feels heavy (as if full of pebbles) even when empty.
53–54	A rusty scalpel that once belonged to Lord Malbleat.
55–56	A sack of tasty fried chicken legs.
57–58	A scale said to be from a breggle with a fishtail instead of legs.
59–60	A scroll containing a prophetic warning from an esteemed ancestor. Age has made it almost indecipherable.
61–62	A sheet of parchment with a charcoal sketch of your long lost love.
63–64	A short length of silver cord and a delicate hook, said to be able to catch fairy fish in puddles.
65–66	A shovel stained with the dirt of a thousand graves.
67–68	A stuffed vole dressed in a charming waistcoat.
69–70	A thigh-bone flute.
71–72	A tin whistle whose tones drive cats wild.
73–74	A tiny book of nonsense poetry, bound in purple leather.
75–76	A tiny painting of a four-horned goat.
77–78	A well-loved walking stick with a goat’s head handle.
79–80	A wooden Chapes (holy symbol of the Pluristine Church) studded with nails.
81–82	An empty notebook. Anything written in it disappears at sunrise.
83–84	An ornate pie pan, pilfered from a noble’s kitchen.
85–86	Black stone dice with white skulls for pips.
87–88	Expensive-looking (but worthless) jewellery, designed for breggle horns.
89–90	String from the bow of a legendary hunter.
91–92	The board pieces for fairy chess. You have no idea what the rules are (or even if it’s a real game).
93–94	The cured skin of a whole deer.
95–96	The horn of an ancestor, hung from a necklace.
97–98	The key to the prison cell you escaped from.
99–00	Your grandmother’s creepy glass eye. You sometimes feel her presence watching you.

**Encumbrance:** Small trinkets weigh 10 coins. The Referee should judge the weight of larger items.

## HEAD

## d12 Head

- 1 Dented helm with coat of arms
- 2 Ears pierced with nails or rings
- 3 Long, curly locks
- 4 Long, floppy ears
- 5 Narrow, pointed ears
- 6 One bent horn, one straight
- 7 One horn broken off
- 8 Silver stripe in hair
- 9 Slick, oiled hair
- 10 Spiky ginger hair
- 11 Thin neck, hefty head
- 12 Third nub horn on forehead

## FACE

## d12 Face

- 1 Black eyes, silver pupils
- 2 Buck teeth
- 3 Bushy brows
- 4 Golden eyes
- 5 Lank forelock droops over eyes
- 6 Long, wispy chin-beard
- 7 Milky white eyes, blue flecks
- 8 Missing teeth
- 9 Prominent scar
- 10 Shaggy chin-beard
- 11 Small eyes, close set
- 12 Wide, drooling mouth

## FUR

## d12 Fur

- 1 Black, flecked with silver
- 2 Black, glossy
- 3 Ginger, curly
- 4 Ginger, rough
- 5 Grey, greasy
- 6 Grey, lustrous
- 7 Russet, spiky
- 8 Russet, wavy
- 9 Tan, coarse
- 10 Tan, shaggy
- 11 White, dirty
- 12 White, fluffy

## SPEECH

## d12 Speech

- 1 Cackling
- 2 Circuitous
- 3 Coarse
- 4 Gurgling
- 5 High-pitched
- 6 Lackadaisical
- 7 Mumbling
- 8 Rumbling
- 9 Staccato
- 10 Throaty
- 11 Warbling
- 12 Whining

## DEMEANOUR

## d12 Demeanour

- 1 Ale-addled
- 2 Cool-headed pragmatist
- 3 Cultivated aristocratic air
- 4 Dour, pessimistic
- 5 Earnest, loyal
- 6 Endlessly scheming
- 7 Flighty, mercurial
- 8 Jocular with violent outbursts
- 9 Mellow, unflappable
- 10 Single-minded, stubborn
- 11 Wild hedonist
- 12 Wryly philosophical

## DRESS

## d12 Dress

- 1 Doublet and frilly shirt
- 2 Greasy woollens
- 3 Grimy apron
- 4 Huge, hairy overcoat
- 5 Long skirts and cloak
- 6 Patched leather, many pockets
- 7 Rabbit and squirrel fur
- 8 Servant's livery
- 9 Thigh boots and waistcoat
- 10 Thong and dashing cape
- 11 Tweed and deerstalker
- 12 Wide, armless frock

## DESIRES

## d12 Desires

- 1 Eradicate the Drune
- 2 Escape justice for past crime
- 3 Found a crime syndicate
- 4 Free the common folk
- 5 Imprison all crookhorns
- 6 Marry into nobility
- 7 Outrageous wealth and luxury
- 8 Popularise turnip ale
- 9 Recover ancient breggle lore
- 10 Restore High Wold to Ramius
- 11 Swindle Lord Murkin's wealth
- 12 Travel and discovery

## BELIEFS

## d12 Beliefs

- 1 Ancestors demand sacrifices
- 2 Breggles made standing stones
- 3 Breggles originate in Fairy
- 4 Church hides breggle saints
- 5 Daily garlic wards fairy hexes
- 6 Descendant of a mighty wizard
- 7 Duke is thrall of the Drune
- 8 Fairy is purely mythical
- 9 Malbleat serves the Nag-Lord
- 10 Malbleat will rule High Wold
- 11 Nag-Lord is breggle messiah
- 12 The end is nigh



# Elf

Ageless fairies who have crossed into the mortal world for reasons they seldom reveal.

<b>Kindred Type</b>	Fairy
<b>Level 1 PC Age</b>	1d100 × 10 years
<b>Lifespan</b>	Immortal
<b>Height</b>	5' + 2d6" (Medium)
<b>Weight</b>	100 + 3d10 lbs
<b>Native Languages</b>	Woldish, Sylvan, High Elfish

As humans dominate the mortal world with their cities and kingdoms, elves do so Fairy. Among all the myriad peoples of the undying world, elves are driven to forge vast kingdoms, to subjugate others under their rule, and to delve deeply into the secrets of magic. Among their number are mighty lords and fearsome enchantresses, ageless sages and dashing knights, lowly rogues and hapless wanderers.

## Appear Human-Like But Otherworldly

Elves are physically similar to humans but vary widely in appearance, with features such as pointed ears, small horns, or star-shaped pupils marking them as non-human. It is always possible to identify an elf for they carry an air of unearthliness about them (unless disguised by magic).

## Elves of Many Kinds

In the boundless reaches of Fairy and its countless kingdoms, many kinds of elves are found: the pale elves of the lightless realms, the dark-skinned, crystal-rimmed elves of the cloud palaces, the cold-hearted frost elves who serve the wicked Cold Prince, and countless others.

## Affairs With Humans

While elves rarely settle permanently in the mortal world, they occasionally have affairs and trysts with humans. The children of such pairings are seen as belonging to both human and elf Kindreds. They tend to take strongly after one of their parents and, for mechanical purposes, should be treated as either human or elf.

## KINDRED RELATIONS

The adventuresome elves who wander in the mortal world tend to be fascinated with mortal Kindreds, their short, spirited lifespans, and their inevitable ageing and death. Some elves view mortal company as peculiar and entertaining, while others earnestly seek to comprehend the mortal mindset. Elves tend to be on good terms with demifey and other fairies.

In Dolmenwood's human settlements, elves may be met with awe and caution. Most everyday humans have never met a fairy of any kind, and their folklore is stuffed with tales of the wickedness and treachery of elves in ancient times, when the Cold Prince ruled all of Dolmenwood.

## NAMES

Elves enjoy being addressed by curious epithets hinting at their names in the tongues of Fairy (which they never reveal to mortals). Epithets are broadly divided into rustic and courtly, depending on the elf's origin or the persona they choose to present.

**Nicknames:** Elves who frequent Dolmenwood sometimes take on a nickname (for example, a shortened version of their epithet) or a mortal name, for convenience.

**Naming a character:** Either choose a name from the table below, roll for a name, or invent something in a similar vein.

### ELF NAMES

d20	Rustic	Courtly
1	Bucket-and-Broth	Begets-Only-Dreams
2	Candle-Bent-Sidewise	Breath-Upon-Candlelight
3	Glance-Askew-Guillem	Chalice-of-Duskviolet
4	Jack-of-Many-Colours	Dream-of-Remembrance
5	Lace-and-Polkadot	Gleanings-of-Lost-Days
6	Lament-of-Bones-Broken	Hands-Bound-By-Crows
7	Lightly-Come-Softly	Impudence-Hath-Victory
8	Lillies-o'er-Heartsight	Indigo-and-Patchwork
9	Prick-of-the-Nail	Marry-No-Man
10	Silver-and-Quicksilver	Morning's-Last-Mists
11	Spring-to-the-Queen	Murder-of-Ravens
12	Sprue-Upon-Gallows	Quavering-of-Night
13	Sun's-Turning-Tide	Revenge's-Sweet-Scent
14	Supper-Before-Noon	Seven-Steps-At-Dawn
15	Too-Soon-Begotten	Shade-of-Winter-Betrayal
16	Trick-of-the-Light	Shallow-Pained-Plight
17	Tryst-about-Town	Shallow-Spirit's-Lament
18	Tumble-and-Thimble	Slips-Behind-Shadows
19	Wine-By-The-Goblet	Spring-Noon's-Arrogance
20	Youth-Turned-Curdled	Violet-and-Clementine

## EXTRA DETAILS

The tables on the following pages may be used to add extra details to elf Player Characters. Roll on as many of these tables as desired, or use them as inspiration for crafting additional character details.

## CHOOSING A CLASS

Elf adventurers are commonly enchanters, fighters, hunters, or magicians. It is rare for an elf to be accepted into the ranks of Dolmenwood nobility as a knight. Elves cannot be clerics or friars as they have no spiritual connection with the deities of mortals.

## ELF SKILLS

Elves have a Skill Target of 5 for Listen and Search.

## GLAMOURS

Elves possess minor magical talents known as *glamours* (see [p94](#)). Each elf knows a single, randomly determined glamour.

## IMMORTALITY

Elves can be killed but do not die naturally. They are immune to diseases of non-magical origin. Elves also cannot die of thirst or starvation, though a lack of sustenance drives them desperate and sadistic (see [p153](#)).

## MAGIC RESISTANCE

As beings of Fairy, where magic is in the very fabric of things, elves are highly resistant to magic. They gain +2 Magic Resistance (see *Magic Resistance*, [p17](#)).

## UNEARTHLY BEAUTY

Elves—both benevolent and wicked—are beautiful by mortal standards. When interacting with mortals, an elf gains a +2 bonus to Charisma (to a maximum of 18).

## VULNERABLE TO COLD IRON

As fairies, cold iron weapons inflict +1 damage on elves. (e.g. a cold iron shortsword would inflict 1d6+1 damage on an elf, rather than the standard 1d6).

