

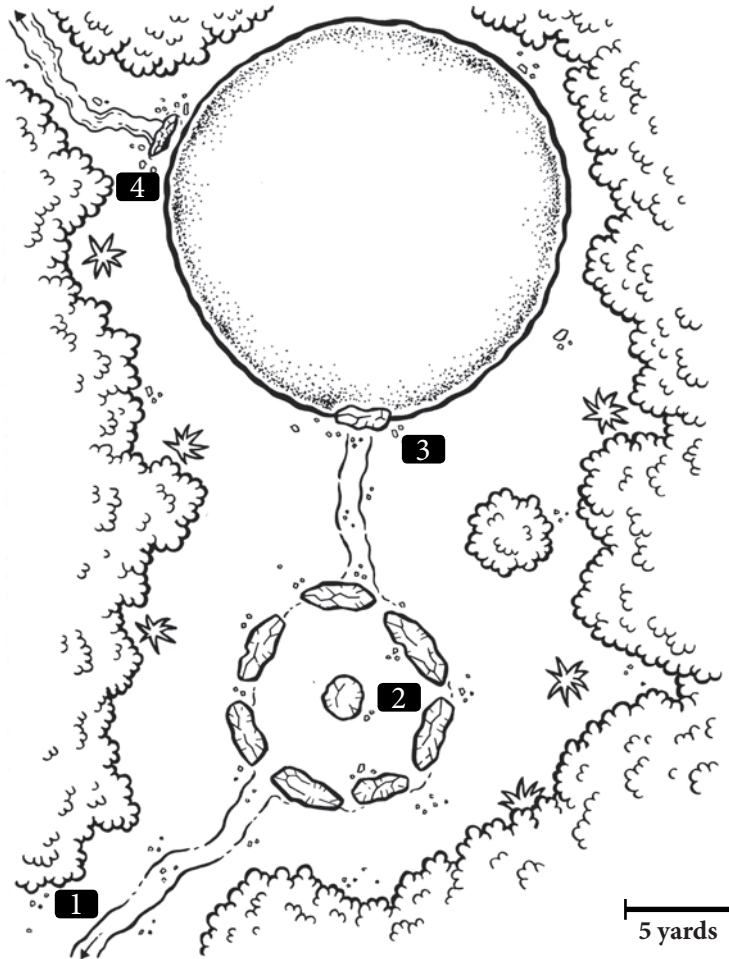
Winter's Daughter



OLD-SCHOOL

COMPATIBLE VERSION

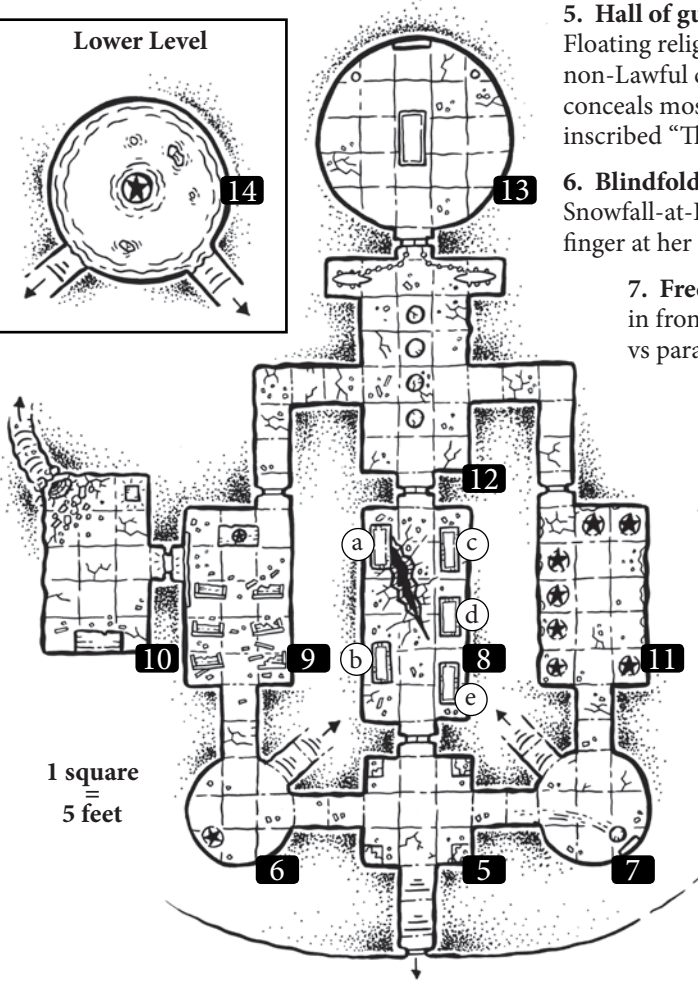
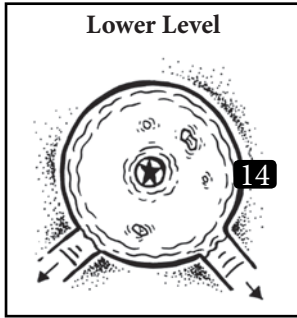
Outside the Mound



- 1. Approaching the mound:** Tangled forest. Mumbling from area 2.
- 2. Sacrificial ritual at the Whything Stones:** 2 hooded men performing a ritual. Young woman bound to the central stone. Strangers are welcome to aid the ritual.
- 3. Tomb entrance:** Heavy granite slab, overgrown with lichen and wild roses. Moving or breaking the slab reveals stairs down into the dank, silent dark of the tomb (area 5).
- 4. Worm hole:** 2' wide, rough. Burrows into the earth beneath the mound. 3 worm-tongues lurk in the hole. Attack if disturbed by noise or light. Acidic slime trails lead off into the woods. Crawling down the hole leads to area 10.

Maps of areas 15-19 are located at the back of the book.

The Burial Mound



5. Hall of guardians: Musty, wet. Floating religious objects attack non-Lawful characters. Dusty floor conceals mosaic. Double doors inscribed “The Most Dear”.

6. Blindfolded statue: Princess Snowfall-at-Dusk, posed with finger at her lips.

7. Freezing mirror: Passing in front of the mirror: save vs paralysis or be frozen still!

8. Family crypt: 2 floating skeletons, dancing. Welcome strangers to join in. Sheets of slime drip from ceiling into fissure. Descending into the fissure leads to area 15.

9. Chapel of St Sedge: Decaying pews. Stone altar with candle. Tapestries conceal W door.

10. Abandoned priest’s quarters: 3 wormtongues lurk in the hole. Attack if disturbed by noise. Rubble of collapsed wall. Mouldy writing desk. Hidden flagstone (NE corner).

11. Statues with weapons: Mould-patched walls. Partially concealed mural.

12. Hall of hounds: Carved pillars. Double doors inscribed “Call to the companions”. 2 stone hounds, attack if the door is touched without speaking the password (“Flaegr and Chedr”).

13. The knight’s tomb: The ghost of Sir Chyde, beseeches PCs to help him. Stone coffer. Portrait of Princess Snowfall-at-Dusk. Tarnished silver candlesticks.

14. Warded pool: Ghostly, floating votive candles at bottom of stairs. Passing through transports characters to Fairy (area 15).



Winter's Daughter

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Introduction

Winter's Daughter is a short adventure set in **Dolmenwood**, the weird fairy tale campaign setting from **Necrotic Gnome**. The adventure revolves around the forbidden love of a mortal knight and a fairy princess, in ancient times when the two races waged war. The tomb of the knight has lain sealed for centuries. It conceals many secrets and (of course) treasures.

Old-School Rules

The adventure is designed for use with the classic Basic / Expert rules or similar old-school rulesets.

Character Levels 1–3

This adventure is suitable for PCs of 1st to 3rd level. Note that, as an adventure in the old-school style, not all encounters are intended to be balanced to the PCs' capabilities. Judicious use of stealth, parley, and trickery are to be encouraged, in place of blindly rushing into combat. Discretion is always the better part of valour.

New to Dolmenwood?

Groups who are new to the Dolmenwood setting are encouraged to check out the *Welcome to Dolmenwood* PDF—for a quick, spoiler-free introduction to the setting, including a short gazetteer—and the *Dolmenwood Referee's Map*. Both are available for free at necroticgnome.com.

Using This Adventure in Dolmenwood

Referees running games set in Dolmenwood may locate this adventure in any hex outside of the Witching Ring, Chell. The events of the adventure do not relate to any specific placement within the forest.

Players with an investigative bent may discover some secrets relating to the war between fairies and mortals that ravaged Dolmenwood some nine centuries ago. The referee could use these hooks to connect this adventure into a wider campaign arc revolving around the attempts of the banished fairy lord—the Cold Prince—to return to claim Dolmenwood as his own.

Using This Adventure in Other Settings

The adventure can be set in any cool region where one might expect to encounter icy fairies and rings of ancient standing stones.

The referee may wish to work the background of the adventure into the setting, replacing the Cold Prince with another wicked fairy king.

Referee's Background

The Cold Prince

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

- ▶ **Eternal winter:** Under his rule, the forest lay under an eternal cloak of frost and snow.
- ▶ **Frost elves:** The people of the Cold Prince, immortal fairies as fair as snow and as cruel as ice.
- ▶ **The war:** Nine centuries ago, mortals waged war against the fey armies of the Cold Prince vying for control of Dolmenwood.

The Love of Mortal and Fairy

In the midst of the war, a mortal knight and a fairy princess met and fell in love.

- ▶ **Princess Snowfall-at-Dusk:** The seventeenth daughter of the Cold Prince.
- ▶ **Sir Chyde:** A near-mythical hero who fought in the war against the Cold Prince.
- ▶ **First meeting:** They met in the deeps of Dolmenwood, in a clearing beside a circle of stones known as the Whything Stones.
- ▶ **Trysts:** For months, the pair trysted in secret glades, knowing that their love was forbidden.
- ▶ **The portrait:** Sir Chyde commissioned a portrait of his love, entitled "The Lady of the Wood".
- ▶ **The binding ring:** The princess pledged her heart to the knight, bestowing on him a magical ring that had the power to bind their souls together for eternity (see *Ring of Soul-Binding*, p24).

Forbidden Love Discovered

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

- ▶ **The princess imprisoned:** His spies captured her and brought her before him. He decreed that she be imprisoned in a forlorn tower, there to stay until she renounced her foolish love.
- ▶ **Secret communion:** Unbeknown to her father, the princess was able to secretly speak with Sir Chyde, even from her prison, via the power of the binding ring. The two schemed her rescue.

The Cold Prince Defeated

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

- ▶ **Ever-looming threat:** The Cold Prince has never troubled Dolmenwood since, but the threat of his return to the mortal world ever dominates the fears of common folk.



The Death of Sir Chyde

The knight was slain in the final battle of mortal and fairy on the hills of the High Wold, not long after his love was imprisoned.

- ▶ **Dying wish:** Sir Chyde insisted on being interred in a tomb in the glade beside the Whything Stones.
- ▶ **Grave goods:** He wished to be buried with the portrait and ring, and to have a subsection of his tomb dedicated to his betrothed.
- ▶ **Chapel of St Sedge:** A chapel dedicated to his patron saint, Sedge, was also integrated into the tomb. (Sedge is the patron saint of crusaders and knife-makers.)
- ▶ **A holy site:** As was the way in those days, the tomb of the great hero was maintained as a site of pilgrimage.
- ▶ **Attendant:** A priest lived in the tomb, beside the chapel.



The Effects of the Ring

The power of the ring of soul-binding was not thwarted by death.

- ▶ **Beyond death:** Sir Chyde's spirit was called back from the beyond, to linger in his tomb as a phantom.
- ▶ **Drawing together:** The prison of the princess, in Fairy, and the tomb of the knight, in the mortal world, were slowly drawn together, bringing the two worlds almost close enough to touch.
- ▶ **Communion:** Even in death, the power of the ring allowed the princess and the knight to communicate verbally. They dreamed of their reunion and marriage.

The Sealing of the Tomb

- ▶ **Fey influence:** An unsettling, fey influence began to creep into the tomb.
- ▶ **The priest's dreams:** The priest who maintained the tomb experienced disturbing dreams and visitations, and recommended that the tomb be abandoned.
- ▶ **Closure:** Guardians and wards were placed, and the tomb sealed.

Centuries Passed

- ▶ **The tomb:** Has rested quietly.
- ▶ **The princess:** Remains imprisoned, forgotten by her father, waiting with fairy patience to find a way to be reunited with Sir Chyde.
- ▶ **The wedding:** Undeterred by death and many centuries, the princess stubbornly insists on holding a perpetual wedding feast, awaiting the arrival of Sir Chyde. Some few, brave friends and allies have journeyed in secret to her isolated tower to join the long-delayed festivities.
- ▶ **The Whything stones:** Are now frequented by the Drune—the cult of sorcerers who covet the standing stones and ley lines of Dolmenwood.

Hooks

Dreams of the Lady

What the PCs Experience

- ▶ A valiant or courageous PC is visited in a recurring dream by a beautiful elf lady, clad in white.
- ▶ In the dreams, the PC falls in love with the Lady, and awakes with a deep yearning to be with her.
- ▶ After some weeks of experiencing this dream, the PC has a second dream: venturing into a burial mound, opening a coffer, taking a ring from the finger of a skeleton, and bringing the ring to the Lady.
- ▶ At the end of this dream, the Lady tells the PC that the tomb is a real place, and that a magical door to her realm is located there, in the lower level. She (falsely) promises her heart to the PC, if they can retrieve this ring that was stolen from her in ancient times and bring it to her.
- ▶ She reveals the location of the tomb and says that one who bears the ring can enter the magical door in the lower level that leads to her realm in Fairy.

What's Really Happening

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

Inheritance

- ▶ An elderly, long-lost relative of a PC dies, bequeathing some minor wealth to the PC (whatever the referee wishes).
- ▶ Among the papers and oddments the PC receives is an old charter, accompanied with family tree proving the PC to be a distant descendent of one Brigford the Wise, brother of Sir Chyde. (The referee may decide how accurate this genealogical information is.)
- ▶ The charter shows the location of the tomb where Brigford is interred alongside his brother, noting that the fabled sword and ring of Sir Chyde are (legally speaking) the property of the inheriting PC.
- ▶ The documents claim that the ring has the power to open a doorway to Fairy.

Tomb Robbers

- ▶ A wizard hires the PCs to journey into Dolmenwood to an old burial mound, giving them a map of its location.
- ▶ Their mission is to enter the tomb and retrieve the ring from the hand of the skeleton that lies buried: a bronze band set with a moonstone, with fittings in the form of woven branches.
- ▶ Upon returning this ring to the wizard, the party is to be rewarded with a sum of 5,000gp (or whatever the referee wishes).

The Complication

- ▶ The ring to be retrieved carries a fairy enchantment: the ghost of Sir Chyde is bound to it and will haunt any who steal it (see *Epilogue*, p23).

Players' Background

Common Folklore

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

The Cold Prince

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

- ▶ **Eternal winter:** Under his rule, the forest lay under an eternal cloak of frost and snow.
- ▶ **The war:** Nine centuries ago, mortals waged war against the fey armies of the Cold Prince vying for control of Dolmenwood.

Sir Chyde

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

- ▶ **The Lady of the Wood:** A sorcerous maiden of mysterious origin.
- ▶ **First meeting:** They met in the deeps of Dolmenwood.
- ▶ **The betrothal:** The two pledged their hearts to one another, exchanging rings of engagement.

The Cold Prince Defeated

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

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

The Death of Sir Chyde

The knight was slain in the final battle of mortal and fairy on the hills of the High Wold.

- ▶ **Dying wish:** Sir Chyde insisted on being interred in a tomb deep in the forest.
- ▶ **The fate of the Lady:** She was never seen again. Some say she died in the depths of the forest, in the glade where she and her love first met.

Deeper Investigation

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

- ▶ **The identity of the Lady of the Wood:** Sir Chyde's betrothed was in fact a fairy princess. Theirs was a forbidden love.
- ▶ **The ring:** The ring which Sir Chyde wore was a magic item from Fairy. It bound his soul to that of the Lady.
- ▶ **Grave goods:** Sir Chyde was buried with the following items of note: the sword with which he slew the fairy giant Butter-for-Bones, his moonstone engagement ring, the portrait of the Lady that he had commissioned.
- ▶ **The sealing of the tomb:** Sir Chyde's tomb was a site of pilgrimage for many years, until a series of hauntings caused the Church to place magical wards and seal it off.

Dolmenwood Core

The Two Realms

The forest of Dolmenwood lies in a region of the mortal world where the immortal realm of Fairy—homes of elves, sprites, pooks, goblins, and all manner of sinister and mirthful creatures—is close at hand.

This parallel world, sometimes known as Elfland (though that is something of a misnomer—elves are not the sole denizens of Fairy), is endless and timeless, beyond the comprehension of mortals. It lies adjacent to the mortal world, so close that the laughter of its denizens may be heard drifting through the glades of Dolmenwood, but at once so far removed as to be intangible to those of mortal birth.

Only at a few special places or times do the two realms overlap, allowing transit back and forth. (One such location may be encountered in this adventure.)

Fairies

Those races whose members originate in the undying realm of Fairy, are collectively known as *fairies*. The vast majority of fairies never cross the subtle threshold that separates their realm from the mortal world (and indeed would never dream of doing so). However, some individuals do enter the mortal world, upon occasion, and some even gain a taste for the place and tarry for extended periods. The fairies who may be encountered in Dolmenwood are typically those of unusual bent (romantics, obsessives, or megalomaniacs) or those who have been outcast from their native realm.

Cold Iron

Fairies are especially vulnerable to weapons forged of iron, suffering double damage on a successful hit.

Silver Sickness

Fairies are repulsed and sickened by the touch of mortal silver. (The delicate, pale silver of their native realm does not have this effect.)

Languages

The following languages are used in Dolmenwood:

- ▶ **Woldish:** The equivalent of the common tongue in Dolmenwood.
- ▶ **Old Woldish:** An ancient dialect of Woldish that is largely incomprehensible to speakers of Woldish.
- ▶ **Drunic:** The secret language of the mysterious Drune.
- ▶ **Liturgic:** The sacred language of the Church of the One True God.
- ▶ **Sylvan:** The common language of fairies and fairy-kin in Dolmenwood. Mortals speaking it invariably sound like fools.
- ▶ **High Elfish:** The language of fairy nobility. Utterly unfathomable to mortals.
- ▶ **The Immortal Tongue of Fairy:** The ancient and reality-bending language known only to the most ancient and dreadful of fairies.

Outside the Mound

Random Events *(1-in-6 chance every two turns)*

1. A PC suddenly spots a **ghostly, violet-eyed owl** gazing upon him or her from a high branch. Save versus spells or fall into a faint for 1d6 turns.
2. 1d4 **tipsy goblin merchants** with lanterns climb cautiously out of a trapdoor in the forest floor. They have stepped into Dolmenwood from Fairy, seeking rare night-fruits. (See *Dolmenwood Goblin*, p20.)
3. A **gust of wind whips** the branches of the trees into a frenzy. PCs near trees must save versus paralysis or be struck for 1 damage. Flames sputter and may go out: torches 4-in-6 chance, lanterns 2-in-6.
4. A **huge, warty toad** creeps over, eyes the PCs quizzically, and utters a single, croaking word: "Betrayal".

I. Approaching the Burial Mound

Tangled Forest

Brambles (half burying the paths).

Twisted trees (seem to close in around as PCs pass by, blocking their way out).

Burial Mound Looms Ahead

Flat-topped hillock (evidently man-made).

Atmospherics

Nearby mumbling (incomprehensible voices, from area 2).



2. Sacrifice at the Whything Stones

Stone Circle

Rune-etched (eldritch markings which reflect moonlight). **Mossy** (clad with dangling beards).

2 Hooded Men

Mumbling incantations (in an odd tongue). **Knife held aloft** (silver, curved). **Black cloaks** (and hoods). **Golden torcs** (in the form of owls).

► **Reaction:** Regard the arrival of (peaceful) strangers as auspicious: may offer PCs a role aiding the sacrifice.

► **Names:** Dolmbrace, Haithion.

► **Know:** That the burial mound is that of Sir Chyde, hero of the ancient war against the Cold Prince. (The Drune sect which the hooded men belong to also assisted in the war, so they respect the sanctity of the tomb.)

► **Possessions:** Golden torc (100gp each). Gnarled staves. 2d20sp each. Skins full of spiced wine. Haithion has a curved, silver knife and a copper urn.

1 Young Woman

Bound (to the central stone). **Wild-eyed** (ecstatic, possibly under the influence of a drug or potion). **Face daubed** (with glowing blue paint). **Clad in black** (lacy gown). **Red hair** (braided).

► **Reaction:** Does not wish to be “rescued”—she is a willing sacrifice to the Big Chook. (Big Chook is a monster that is said to lurk in the murky depths of the great Lake Longmere.)

► **Name:** Briar-Anne.

► **Combat stats:** Treat as normal human.

The Ritual

► **Duration:** If left to run its course, the ritual takes a further hour.

► **Culmination:** The woman’s throat is slit with a curved, silver knife. The hooded men collect her blood in a copper urn and depart.

► **Aftermath:** The woman’s body is left to be devoured by forest beasts.

Hooded Men (aka Drones)

AC 7 [12], HD 4* (hp 12, 18), Att 1 × staff wreathed in green flame (1d8) or 1 × spell, THAC0 19 [+0], MV 120' (40'), SV D13 W14 P13 B16 S15 (MU4), ML 9, AL Neutral, XP 125.

► **Spells:** *Charm person, magic missile (green flame), hold person, topple dolmen.*

► **Topple dolmen:** A standing stone levitates from the stone circle and topples onto a spot within 30'. Anyone within 5' must save versus wands or suffer 4d6 damage.

► **Lore:** The “hooded men” or “watchers of the wood” are a cult of sorcerers who jealously guard the stone circles and ley lines of Dolmenwood. Common folk are terrified of their occult machinations, including kidnappings and rumours of human sacrifice. They are not to be meddled with.

3. Tomb Entrance

Door

Granite slab (seals the mound).

Overgrown (covered in lichen and sweet-smelling wild roses).

- ▶ **Moving the slab:** Requires a cumulative STR bonus of at least 4.
- ▶ **Breaking the slab:** Takes 6 turns. Cumulative STR bonuses reduce this time. (Minimum 2 turns.) If the ritual in area 2 is still underway, the hooded men are not happy about the noise.

Stairs into the Mound

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

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

4. Worm Hole

A Hole in the Earth

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

- ▶ **Illuminating the hole:** Reveals the hole to descend 15' to a chamber (area 10).
- ▶ **Making noise:** Attracts the **worm-tongues** that lurk inside (see area 10).
- ▶ **Crawling down:** Disturbs the **worm-tongues** that lurk inside (see area 10). The hole emerges after 15' in area 10.

Slime Trails

Goopy (like petroleum jelly). **Opalescent** (largely transparent).

- ▶ **Tracking:** The trails lead from the hole into the woods and back. Characters skilled with tracking can detect trails of three slug- or worm-like creatures.
- ▶ **Touching:** A slight acidity can be detected, if the slime is touched with bare flesh. (This is not enough to cause damage.)



The Burial Mound

Random Events *(1-in-6 chance every two turns)*

1. A **vision of a beautiful woman**, dressed all in white, with a star upon her brow. She appears in empty space and says “The ring... The ring holds the key... My eternal salvation”, before disappearing into mist.

2. The sound of **hounds baying**, echoing through the crypt.

3. The 2 **dancing skeletons** from area 8, waltzing through the air on a tour of the tomb.

4. 1d3 **wormtongues** break through wall or ceiling, hungry for living flesh. (See *Wormtongues*, p15.)

5. Hall of Guardians

Atmospherics

Musty (dank, stifling air). **Wet** (ceiling and walls).

4 Religious Objects

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

► **Items:** All about 1’ tall. A silver crucifix (200gp), a wooden statue of a cherub, a holy book, a huge candle.

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

Double Doors

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

Dusty Floor

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

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

Religious Objects

AC 5 [14], HD 1 (hp 3, 3, 4, 5), Att 1 × bash (1d4), THAC0 19 [+0], MV 90’ (30’) flying, SV D12 W13 P14 B15 S16 (1), ML 12, AL Lawful, XP 10.

► **Scolding:** When animated, the objects speak in a shrill, sanctimonious tone, scolding PCs for their misdeeds (including entering the tomb).

► **When killed:** A cloud of mould spores erupts. Anyone in melee: save versus poison or suffer 1d2 damage and choke for 1 round (cannot act).

► **The mosaic:** Depicts Sir Chyde atop a white charger, piercing the heart of a fairy knight with his sword. An inscription in Old Woldish reads “Here lies the noble Sir Chyde, slayer of Frost, defender of the King”. Speakers of modern Woldish can recognise the name and the words for “Frost” and “King”.

► **The scratches:** Looks like something heavy was dragged from area 7 (a long time ago).

6. Blindfolded Statue

White Marble Statue

A **fair maiden** (long, flowing hair and robe, upon her brow a star). **Beseeking silence** (the statue is posed facing the stairs, with her finger raised to her lips). **Blindfolded** (a black cloth is wrapped around the statue's head, covering her eyes). **Round plinth** (also of marble, 3' across, 1' high).

► **Removing the blindfold:** The inside of the cloth is embroidered with golden crucifixes.

Stairs Down to Area 14

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

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

7. Freezing Mirror

Full-Length Mirror

Silver frame (beautifully wrought, engraved with crucifixes and unicorns at play). **Hung from the wall** (behind the statue plinth).

► **Passing in front:** Save versus paralysis or be frozen still.

► **Covering the mirror:** Bypasses the freezing effect.

► **Value:** 1,000gp material value.

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

► **Unfreezing people:** Holy water, *cure light wounds*, or sunlight.

Empty Statue Plinth

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

Stairs Down to Area 14

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

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



8. Family Crypt

2 Floating Skeletons

Dancing (arm in arm, slowly waltz in mid-air above the fissure in the floor).

Slick with moisture (covered with **slime vapour**). **Jewellery** (one wears a pearl necklace, the other a gold medallion, worth 500gp each).

- ▶ **Reaction:** Welcome strangers to join the dance. Attack vehemently if any of the coffers are disturbed.
- ▶ **Language:** Can speak old-fashioned Woldish (i.e. Common—not Old Woldish) in a distant whisper.

Floating Skeletons

AC 8 [11], HD 2 (hp 8, 10), Att 1 × claws (1d4), THAC0 18 [+1], MV 90' (30') flying, SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 20.

- ▶ **Undead:** Unaffected by charms and mind control.
- ▶ **Hits in melee:** Any weapon that hits becomes weightless for a moment (-1 to attack roll next round).

Fissure in the Floor

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

- ▶ **Looking down:** PCs who gaze into the fissure catch glimpses of glimmering light below, like sunlight reflected off snow.
- ▶ **Delving:** People or objects that descend more than 15' into the fissure drift down from the sky, snowflake-like, in Fairy (area 15). Though the fall seems long, it is harmless.

Stone Coffers

A and B lie open (lids are pushed aside). **Tarnished brass plaques** (at the foot).

Brass Plaques on Coffers

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

- ▶ **A:** Lady Amaranda (mother): Tall, elegant, stick-like, big nose, holding a book.
- ▶ **B:** Lord Brigforwith (father): Stocky, round head, chunky beard.
- ▶ **C:** Brandywith the Good (elder brother): Bespectacled, head bowed, leaning on a staff.
- ▶ **D:** Brigford the Wise (younger brother): Chainmail, hound at his side, bow in hand.
- ▶ **E:** Emaline the Chaste (sister): Petite, mourning veil, cradling a cat.

Inside the Coffers

- ▶ **A, B:** Empty.
- ▶ **C:** A skeleton with an ash staff.
- ▶ **D:** A skeleton dressed in rusted mail.
- ▶ **E:** Two skeletons: one human, one feline.

The Slime Vapour

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

- ▶ **Touching with objects:** The object becomes weightless for a moment.
- ▶ **Touching with flesh:** Slime rushes over the PC's whole body in an instant, coating them with a thin layer. The PC becomes lighter than air, drifting up to the ceiling. This is permanent, unless the slime is removed (e.g. *dispel magic*).

9. Chapel of St Sedge

Wooden Pews

Decaying (with age, once solidly built).

Stone Altar

Statue of St Sedge (a holy crusader holding a thick, red candle aloft). **Dried wax** (red, has dripped down the statue onto the altar). **Velvet cloth** (disintegrating).

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

Ragged Tapestry

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

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

10. Abandoned Priest's Quarters

Door

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

Collapsed Wall

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

- **In the tunnel:** 3 **wormtongues** lurk.
- **Crawling up:** Leads to area 4.

3 Wormtongues

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

► **Reaction:** Disturbed by noise in the room. Ravenously attack.

Wormtongues

AC 7, HD 1+1* (hp 3, 4, 5), Att 1 × bite (1d4 + acid), THAC0 18, MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 19.

► **Acid:** Eats flesh. 1 damage per round until washed off (e.g. with water).

Mouldy Writing Desk

Decaying wood (carved with angels).

- **Locked drawer:** Easily smashed open.
- **Inside the drawer:** An old, mould-covered book—pages stuck together with damp, indecipherable.
- **Inside the book cover:** A brass sheet, inscribed with a pastoral poem about Sir Chyde hunting with his favoured dogs. One of the dogs is named: Flaegr.

A Loose Flagstone

- **Locating:** A search for secret doors or traps will find it.
- **Underneath:** A small space containing a locked metal box.
- **The lock is trapped:** With a poison needle: save versus poison or suffer 1d6 damage and fall unconscious for 1d6 turns.
- **Inside the box:** A silver crucifix (50gp), a clerical scroll of *hold person*, a prayer book of stamped gold leaf (worth 500gp), a box of 20 holy wafers—preserved after all these years! (They are magical—each cures 1hp.)

11. Statues With Weapons

7 Statues of Footmen

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

- ▶ **Flanged mace:** With a spiralling hilt.
- ▶ **Morningstar:** With 2"-long spikes.
- ▶ **Battle axe:** Engraved with a horse's head.
- ▶ **Warhammer:** Head shaped like a boar.
- ▶ **Longsword:** With wavy blood grooves. The sword is enchanted (of fairy construction): +2 to hit and damage. It carries a glamour that affects mortals who wield it, compelling them to attack the largest foe in battle.
- ▶ **Halberd:** With a mouldy pennant.
- ▶ **Spear:** With serrated blade.

Mould-Patched Walls

Yellow and purple (vivid fuzz).

- ▶ **Disturbing the mould:** Raises a cloud of spores. Everyone within 10' must save versus poison or suffer 1d4 damage and be stricken with violent coughing and choking for 1 turn.

Faded Battle Mural

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

- ▶ **The knight's hand:** If the mould is cleared (see above), PCs see a longsword with wavy blood grooves, surrounded with a white glow.
- ▶ **The hounds:** If the mould is cleared (see above), the name of one of the hounds is revealed, written on its collar (Chedr).

12. Hall of Hounds

Pillars

Relief carvings (scenes of holy war against fairies).

Double Doors

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

- ▶ **The riddle:** Speaking the names of Sir Chyde's hounds: "Flaegr and Chedr" (or vice versa) causes the doors to open.
- ▶ **Touching the doors:** Without speaking the answer to the riddle causes the stone hounds to animate and attack.

2 Stone Hounds

Chained (to the base of the door). **Larger than life** (6' tall).

Stone Hounds

AC 3 [16], **HD** 4* (hp 17, 19), **Att** 1 × bite (1d8), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 125.

- ▶ **Chained:** Can't leave this room.
- ▶ **Constructs:** Only harmed by magic. Unaffected by charms and mind control.

13. The Knight's Tomb

The Ghost of Sir Chyde

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

- ▶ **Reaction:** Beseeches PCs to help him join his beloved in Fairy (via the stairs in area 6 or 7) and finally take her hand in marriage, after centuries apart. Does not appreciate tomb robbers.
- ▶ **Wants:** A living person to take his ring (in the coffer) to the lower level of the tomb (area 14), where he believes his love awaits him.
- ▶ **Knows:** That the stairs in areas 6 and 7 allow entrance to Fairy, where the princess waits, imprisoned.

The Ghost of Sir Chyde

AC 3 [16], HD 5* (26 hp), Att 1 × touch (1d6 + aging), THAC0 15 [+4], MV 60' (20'), SV D10 W11 P12 B13 S14 (5), ML 11, AL Lawful, XP 300.

- ▶ **Aging touch:** Target ages 2d20 years. If the victim is a fairy, he or she does not age, but must save versus spells or be afflicted with terror for 1d6 rounds.
- ▶ **Incorporeal undead:** Only harmed by magic or silver. Unaffected by charms and mind control.
- ▶ **Turning:** If turned, disappears for 24 hours.
- ▶ **Tethered:** To the ring (in the coffer). Cannot exist more than 10' away from it.

Stone Coffer

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

- ▶ **Inside:** Lays the skeleton of the knight.
- ▶ **Upon its wrists:** A pair of copper bracelets engraved with owls. Their eyes are amethysts. (Each bracelet is worth 1,000gp.)
- ▶ **Upon its finger:** A bronze band set with a moonstone, with fittings in the form of woven branches. (See *Ring of Soul-Binding*, p24.) The ghost is tethered to the ring—he cannot exist more than 10' from it.
- ▶ **If the ring is removed:** The ghost disappears. This is only temporary, however—it is able to manifest once per day, haunting the one who stole the ring (see *Epilogue*, p23).
- ▶ **If the ring is crushed:** Its power ends. The knight's soul is released and disappears into the afterlife.

Hanging Portrait

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

- ▶ **If restored:** Worth 1,500gp.

Silver Candlesticks

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

- ▶ **If cleaned:** Worth 200gp each.

14. Warded Pool

Vaulted Chamber

Shimmering pool (fills the room). **Statue of a maiden** (in the centre of the pool, white marble, long, flowing hair and robe, upon her brow a star).

Referee's Note

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

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

At the Bottom of the Stairs

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

► **Fairy PCs:** Feel the presence of the ageless realm pressing against the ward, from the other side.

► **Passing through the candle ward:** (From area 6 or 7.) Characters feel a wave of religious awe. The perceived scene of the vaulted chamber dissolves and reforms into an outdoor scene with a white tower upon an island in a frozen lake—PCs appear in area 15.

► **Returning:** Characters who came from the tomb can pass back through the ward, but it is impassable to others.

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

The Fairy Prison

Random Events *(1-in-6 chance every two turns)*

1. 1d3 **frost elf knights**—guests of the princess—emerge from the forest on white chargers. (See *Frost Elf Guards and Knights*, p21.)

2. A laden sleigh pulled by white stags rushes from the forest. The **goblin sleigh-rider** brings gifts to the tower: fairy fruits, ice wines, and a cauldron of steaming soup. (See *Dolmenwood Goblin*, p20.)

3. A **cawing white raven**. Brings a message to the princess, announcing the arrival of her friend, Lord Mantle-of-Runes.

4. A pack of 2d6 **winter wolves** creeps out from the forest's edge and sniffs around the lake, looking for prey. (Treat as dire wolves.)

15. Tower on a Frozen Lake

Wintry Glade

Bitter cold (shivering, breath condensing into streams of vapour). **2' deep snow** (covers the ground, pristine and crunchy). **Tracks** (heavy, larger-than-human bootprints lead from the tower to the edge of the woods and back.). **Snowflakes** (drifting gently down). **Sparkling sunshine** (glints off the crystalline snow).

Frozen Lake

Ice-skating patch (cleared on the lake).
Frozen solid (down to 5').

White Marble Tower

Solid door (unlocked, polished cherry wood, with black, iron fittings). **Icy walls** (-20% to climb sheer surfaces checks). **Frost-patterned windows** (can be smashed open from the outside). **Plume of smoke** (thin, bluish, rising from the summit).

Purple Crack in the Sky

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

Hoar-Clad Forest

Ominous fir-wood (heavy with snow). **Mossy corpses** (in the trees at the edge, food for the troll Grimmlegridge—see area 16).

► **Wandering in the forest:** Characters who wander in the treacherous fairy woods may encounter giant spiders, frost elves, or winter wolves.

Paths into the Forest

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

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

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



16. Entrance Hall

The Doormen

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

Furnishings

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

Atmospherics

Delicious aroma of baking (from the door to 17). **Muted voices** (from the stairs up to 18).

Dolmenwood Troll

AC 6 [13], **HD** 8* (45 hp), **Att** 2 × fists (1d10 + moss growth), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Chaotic, **XP** 1,200.

- ▶ **Moss growth:** A mortal touched by a troll sprouts moss at the site of contact.
- ▶ **Regenerates:** 3hp per round. Reforms unless killed with fire or acid.
- ▶ **Lore:** The trolls of Dolmenwood are mossivorous fairies. Their favourite delicacy is moss that has grown on the corpses of a sentient being. This leads them to murder.

Griddlegrim (Goblin)

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

- ▶ **Reaction:** Checks names of all who come to the door. Allows invited wedding guests to enter. Will let uninvited people in if they eat a shroom from his pouch.
- ▶ **The goblin's shroom pouch:** Is magical (see *Pouch of Limitless Fungi*, p36). Eating a mushroom invokes a magical effect.

Grimlegridge (Troll)

Hulking, obese (10' tall). **Hairless** (clay-like flesh). **Hessian clothes** (ragged and filthy). **Bulging pouch** (moss-covered, humanoid bones). **Glowing** (moody simpleton).

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

Dolmenwood Goblin

AC 7 [12], **HD** 1* (4 hp), **Att** 1 × spear (1d6) or 1 × spell, **THAC0** 19 [+0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 13.

- ▶ **Spells:** *Charm person, darkness, sleep, phantasmal force.*
- ▶ **Lore:** The goblins of Dolmenwood are natives of Fairy. In the mortal world, they are famed as tricksters, charlatans, and peddlers of fey oddments.

17. Fairy Kitchen

Atmospherics

Delicious baking aroma (currants and spice). **Steam** (bubbling pots of broth).

2 Frost Elf Cooks

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

- ▶ **Reaction:** Shout orders, demanding PCs help carry more food up to the feast.
- ▶ **Know:** That the princess's guests await the arrival of Sir Chyde, her betrothed.

18. Wedding Feast

Feasting Table

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

- ▶ **Eating or drinking:** Mortals who eat or drink must save versus spells or forevermore yearn to return to Fairy.

Guests

5 frost elf knights (proud, haughty, plate mail, lances at their sides). **7 frost elf nobles** (decadent, foppish, dabbing handkerchiefs, dressed in flouncy silk and lace). **Uncomfortably subdued** (quietly sipping wine). **Timeless** (the princess's guests have been waiting centuries).

- ▶ **Reaction:** Ambivalent, but call the guards if disturbed.

Frost Elf Cooks

AC 9 [10], HD 1 (hp 3, 3), Att 1 × knife / rolling pin (1d3), THACO 19 [+0], MV 120' (40'), SV D12 W13 P13 B15 S15 (E1), ML 6, AL Neutral, XP 10.

Furnishings

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

- ▶ **Raiding the pantry:** The deeper one delves, the larger the pantry seems to be. PCs have a 1-in-6 chance per person per turn of finding something of significant value (2d10 × 10gp) if sold in the mortal world. Rare fairy wines, jellied dreams, sprite dust, tarts of infatuation.

4 Frost Elf Guards

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

- ▶ **Reaction:** Escort uninvited guests to the princess (area 19).

Frost Elf Guards and Knights

AC 3 [16], HD 2, Att 1 × spear / lance (1d6), THACO 18 [+1], MV 60' (20'), SV D12 W13 P13 B15 S15 (E2), ML 9, AL Neutral, XP 20.

Frost Elf Nobles

AC 8 [11], HD 4*, Att 1 × icicle dagger (1d4) or 1 × spell, THACO 16 [+3], MV 120' (40'), SV D10 W11 P11 B13 S12 (E4), ML 7, AL Neutral, XP 125.

- ▶ **Spells:** *Sleep, hold person.*

19. The Princess's Bedchamber

Princess Snowfall-at-Dusk

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

- ▶ **Reaction:** Excited at the possibilities strangers (especially mortals!) present.
- ▶ **Wants:** To be reunited with her love, Sir Chyde, who was tragically taken from her by his mortality. (See The Princess's Plea.)
- ▶ **Knows:** That Sir Chyde's soul lingers in his tomb. The names of his hounds (Chedr and Flaegr). That the warded paths into the forest lead to his tomb in the mortal world.
- ▶ **Magical ban:** Cannot leave the glade in which her tower stands (area 15), unless she renounces her love for Sir Chyde. The ban is also effective against magical summons or teleportation (e.g. the power of the ring of soul-binding to physically unite the bound persons on nights of the full moon).

Princess Snowfall-at-Dusk

AC 7 [12], **HD** 5* (19 hp), **Att** 1 × icicle dagger (1d4) or 1 × spell, **THAC0** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P11 B13 S12 (E5), **ML** 8, **AL** Neutral, **XP** 300.

- ▶ **Spells:** *Charm person, sleep, hold person, invisibility.*
- ▶ **Wish:** Has the power to grant another's wish. She may only use this power once ever.

The Princess's Plea

- ▶ **Her wish:** She yearns to be reunited with her love, Sir Chyde.
- ▶ **Proposal:** The PCs return to the tomb and bring her the ring that lies in Sir Chyde's coffer. His soul will follow, bringing the two lovers together and allowing them to finally be married.
- ▶ **Possible rewards:** Jewels. A wish granted (see combat stats, below).

Furnishings

Canopy bed (veils of snow dust, decked with white wolf skins). **Dressing table** (jewellery boxes). **Wardrobe** (stuffed with coats and gowns). **Fireplace** (melting icicles burning with electric blue flames).

- ▶ **In the jewellery boxes:** 30 ice-jewels (200gp each), 12 necklaces of fairy silver (150gp each), a sapphire set in a platinum brooch wrought like spiky hoarfrost (1,000gp).
- ▶ **In the wardrobe:** 20 fur coats and 20 scintillating gowns (100gp each)—many more than should fit inside.



Epilogue

A Door to Frigia

- ▶ The tower in which Princess Snowfall-at-Dusk is imprisoned is located in an obscure reach of Frigia—the fairy kingdom of the Cold Prince.
- ▶ This region of Frigia has been drawn close to the mortal world, due to the action of the ring of soul-binding over the centuries that it has lain in the tomb of Sir Chyde.
- ▶ The wards placed when the tomb was sealed prevent natives of Frigia from passing between the two worlds, but travel from Dolmenwood into Frigia is perfectly possible.
- ▶ PCs who discover this door into Fairy may wish to use it for any number of schemes beyond the scope of this adventure.
- ▶ The Cold Prince is ever seeking for ways to return to Dolmenwood, so such a door in his own kingdom would be a priceless discovery.
- ▶ The wards preventing access to the tomb from Fairy cannot be dispelled by fairy magic, but if a mortal could be persuaded to undo this magic...



The Covers Reunited

- ▶ If the ring of soul-binding is brought from Sir Chyde's tomb into Fairy, the two worlds will quickly start to drift apart. Within a day or two, the doorways between areas 14 and 15 will cease to exist—area 14 becoming once more a vaulted chamber with a pool.
- ▶ The reunion of the lovers does not undo the magical ban that keeps Princess Snowfall-at-Dusk imprisoned in the tower. Deeper magic or the intervention of the Cold Prince himself would be required for this.
- ▶ It is possible that Sir Chyde or the princess might find a way to contact the PCs in the future, asking for their aid in this matter.

The Ring Stolen

- ▶ If the ring of soul-binding is removed from the tomb, the one who possesses it will be haunted by nightly visitations from the ghost of Sir Chyde.
- ▶ At first, the ghost will plead with the thief to return the ring, promising the generosity of his fairy bride.
- ▶ If the thief is stubborn in his or her refusal to cooperate, the ghost will become angry and violent.
- ▶ Only by slaying the ghost or unbinding the ring (see following page) can the haunting be ended.

Magic Items

Ring of Soul-Binding

A fairy magic item that intertwines the souls of two beings.

- ▶ The person who possesses the ring can give it to another person, causing them to be bound. (A save versus spells is allowed, if unwilling.)
- ▶ The binding may only be undone if: the ring is destroyed, *dispel magic* is cast on the ring or either of the bound persons; either of the bound persons renounces the binding; the one who gave the ring dies.

Effects on the Bound Persons

- ▶ The bound persons may communicate verbally via the ring.
- ▶ If one of the bound persons is in the mortal world and the other in Fairy, the ring draws the two close together, narrowing the boundary between the two worlds.
- ▶ Upon nights of the full moon, the wearer of the ring may call the other person to them. For the space of one night, the two are united.
- ▶ If the wearer of the ring dies, his or her spirit cannot rest and will haunt the ring as a ghost. Such a ghost is only able to manifest in the presence of the ring (within 10').

Pouch of Limitless Fungi

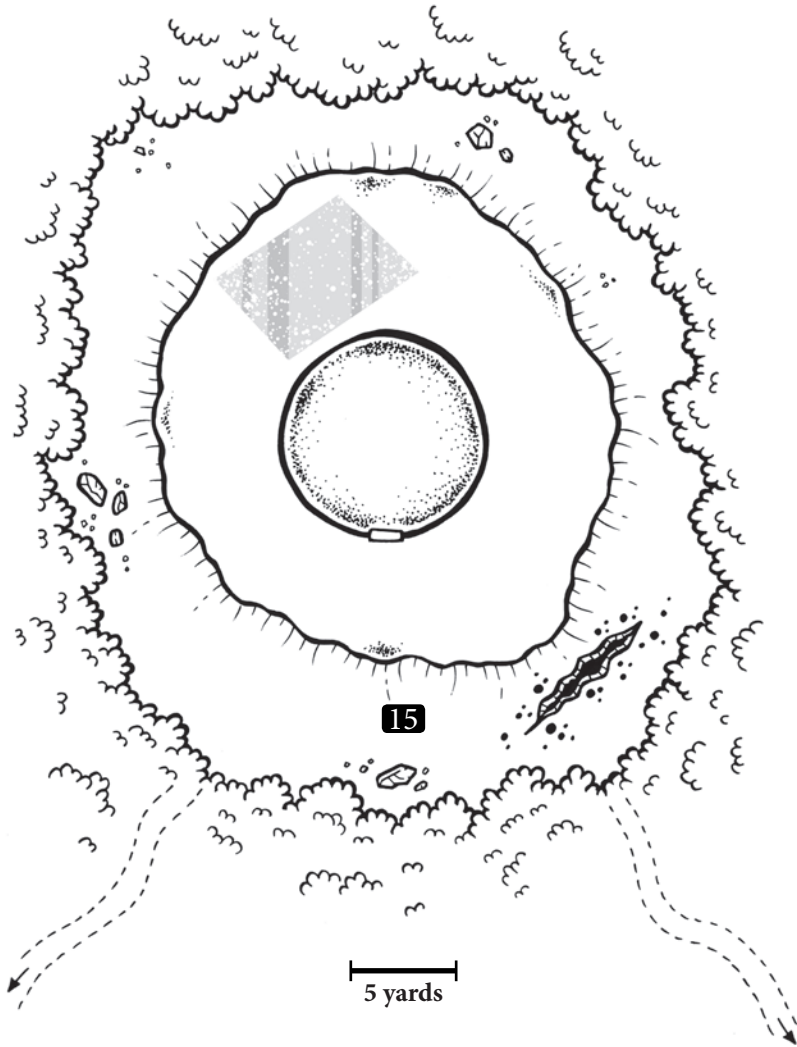
An innocuous-looking, burlap belt pouch stuffed with colourful mushrooms.

- ▶ No matter how many mushrooms are taken from the pouch, it is always full.
- ▶ The first time a character eats a mushroom each day, it has a random magical effect (roll 1d12).
- ▶ Subsequent mushrooms that day make the character sick.
- ▶ Unless noted, all effects are permanent.

Random Shroom Effects

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

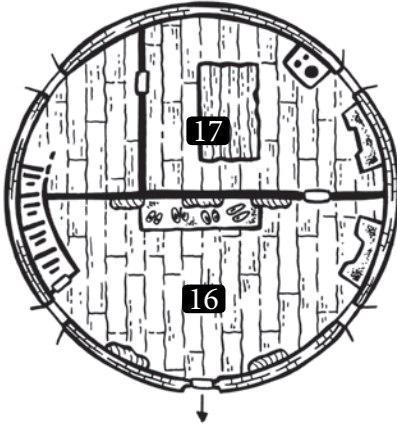
The Fairy Prison



15. Tower on a frozen lake: Snow-clad glade in an ominous fir-wood. White marble tower (3 floors) in the middle of a frozen lake. Purple fissure in the sky. Ghostly, floating votive candles ward the paths into the forest. Passing through transports characters to the tomb (area 14). Those who did not originally come from the tomb cannot pass the wards.

Maps of areas 1-14 are located at the front of the book.

The Tower

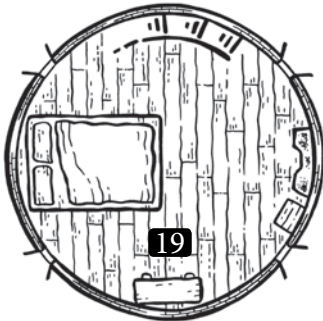


16. Entrance hall: Goblin doorman (Grid-dlegrim) riding on the back of a troll (Grimmlegridge). Smell of cooking from area 17. Garlands. Rows of cosy boots and coats. Visitors not on the guest list may be allowed entry if they eat a mushroom from the goblin's pouch.

17. Fairy kitchen: 2 frost elf cooks, bustling around baking. Pantry stuffed with fairy delicacies.



18. Wedding feast: 5 frost elf knights, 7 frost elf nobles sitting at feast. Table bedecked with luxurious provender. 4 guards at the edges of the room. Subdued atmosphere.



19. The princess's bedchamber: Princess Snowfall-at-Dusk. Excited to talk with strangers, especially mortals. Canopy bed veiled in snow dust. Jewellery boxes on dressing table.

5 feet

Delve into the fairy-haunted forest of Dolmenwood



The tomb of an ancient hero, lost in the tangled depths of the woods.

A ring of standing stones, guarded by the sinister Drune cult.

A fairy princess who watches with ageless patience from beyond the veil of the mortal.

A forgotten treasure that holds the key to her heart.

*A romantic fairytale dungeon adventure
for characters of 1st to 3rd level*



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