



The
Wrinkled
MEDLAR

Part Two

Sentient Folk

An elucidation on the mortal and fairy races which are most commonly encountered in Dolmenwood—elves, grimalkins, humans, moss dwarfs, and woodgrues.

Each race is described in detail, along with a set of tables for randomly generating fun and quirky characteristics of individuals of that race. Players may use these tables during character creation, to spice up their PC. The referee may also find them useful for quickly generating descriptive details of NPCs encountered.

Lastly, the languages and cants spoken by the sentient folk who call Dolmenwood home are elucidated.

Mortals, Fairies, and Those Between

The principal characteristics of the three types of sentient races that may be found adventuring in Dolmenwood.

MORTALS

Those races whose origins are within the confines of the mortal world. Mortals are swept along on the currents of time, ageing and dying according to their fate.

FAIRIES

Those races whose members originate in the undying realms of Fairy, beyond the fields that we know. While the vast majority of fairies in existence never cross the subtle threshold that separates the other realm from the mortal world (and indeed would never conceive of doing so), 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.

Glamours

As natives of the other realm, where the logic of the mortal world does not hold fast, fairies are possessed of innate qualities and abilities—known as *glamours*—that amaze and confound mortals. Glamours take many forms, but powers of illusion, inveiglement, enchantment, and vanishing are common.

Otherness

Unless disguised by some glamour, fairies always carry an air of otherness about them. This may be perceived by mortals as awe-inspiring, intoxicating, fearsome, or dreadful. Animals invariably find fairies unnerving.

Immortality

While fairies may be killed, they are untouched by the ravages of time and do not die naturally. Likewise, the petty diseases of mortal-kind are harmless to fairies.

PLAYABLE RACES

The playable races presented in this book are classified as follows:

- ▶ **Elves:** Fairy.
- ▶ **Grimalkins:** Fairy.
- ▶ **Humans:** Mortal.
- ▶ **Moss dwarfs:** Mortal.
- ▶ **Woodgrues:** Demi-fey.

Further Playable Races

Rules for creating player characters of other Dolmenwood races—for example, goblins, goat-people, ratlings, deorlings, talking beasts, etc.—may appear in future supplements.

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 following their own whims. Fairies who venture into the mortal world are fascinated with mortals, but also repulsed by them, as all things touched by time carry an air of the grotesque to a fairy's eye.

Susceptibility to Pure Iron

As the basest of all metals, iron is anathema to the rarefied bodies of fairies. In Dolmenwood, weaponsmiths still practice the uncommon art of forging weapons of pure iron as a defence against fairies (see *New Equipment*, p76).

Silver Sickness

While not as intrinsically harmful to fairies as iron, mortal silver is more vehemently scorned. Any fairy who touches the stuff is quickly stricken with a queasiness of stomach and a faintness of heart.



DEMI-FEY

Those races of Fairy origin that have forsaken their native realm and taken up (more or less) permanent residence in the mortal world. Demi-fey are feared by mortals, the same as any other fairy (most mortals do not see fit to make fine distinctions among fairy-kind). Among fairies, however, demi-fey are scorned as lesser cousins of uncultured taste and rustic wit.

Extended Life Span

Even fairies cannot withstand the tides of time in the mortal world forever. Demi-fey races no longer possess the immortality of their forebears, ageing and dying as do mortals. Their life spans, however, remain greatly extended. It is common for demi-fey to live to see their fourth century.

Mortal Disease

Similarly, demi-fey no longer possess their fairy ancestors' immunity to the common diseases of mortal-kind. They can become sick and die just as a mortal.

Susceptibility to Pure Iron

As descendants of fairy races, demi-fey retain their ancestors' vulnerability to iron weapons, although it has lessened over many generations spent entirely in the mortal world.

Silver

Demi-fey races have dwelt in the mortal world long enough to become accustomed to mortal silver. Unlike true fairies, demi-fey are not sickened by the touch of silver.

About Elves

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

Race type	Fairy
1st level PC age	1d100 × 10 years
Lifespan	Immortal
Height	5' + 2d6"
Weight	100 + 3d10 lbs

As humans dominate the mortal world with their cities and kingdoms, elves do so Fairy. Among all the myriad races of the undying realm, 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 “Other”

Elves are physically similar to humans, though they tend to be lithe of frame and fair of face. Despite their surface similarity to mortals, it is always possible to identify an elf for they carry an air of “otherness” about them.

Elves of Many Kinds

In the boundless reaches of Fairy and its countless kingdoms, many races of elves are found: from the black elves of the lightless realms to the pale, crystal-rimed mist elves of the cloud palaces, and the cold-hearted and frigidly beautiful frost elves who serve the wicked Cold Prince.

RELATIONS WITH OTHER RACES

Elves tend to view other races—especially mortals—as inferior, but are not averse to their company. Spending time in the company of mortals is, indeed, regarded by many elves as a peculiar and entertaining pastime.

Elves are viewed by humans with fear and mistrust. Too stuffed is folklore with tales of the treachery and selfishness of elves for any individual to be taken quickly at face value.

NAMES

Elves enjoy being addressed by curious epithets hinting at their names in the tongues of Fairy (which they never reveal to mortals). Those who frequent Dolmenwood sometimes take on a mortal name, for convenience.

ELF NAMES

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

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

ELF BACKGROUNDS

d20	Background	d20	Background
1	Chronicler	11	Librarian
2	Coiffeur	12	Mountebank
3	Confectioner	13	Nut forager
4	Courtier	14	Peacock trainer
5	Dream thief	15	Poet
6	Elk hunter	16	Swordsmith
7	Explorer	17	Tailor
8	Frost sculptor	18	Thespian
9	Harpist	19	Unicorn handler
10	Highway robber	20	Vintner

HEAD

d12 Head

- 1 Delicate, pointed ears
- 2 Floppy, ass-like ears
- 3 Flowing, silver hair
- 4 Foppish wig
- 5 Glossy, iridescent hair
- 6 Gold hair at day, grey at night
- 7 Hair as white as snow
- 8 Hair like cobwebs
- 9 Lustrous hair below waist
- 10 Ragged, cropped hair
- 11 Shadowy locks
- 12 Small, ivory horn nubs

FACE

d12 Face

- 1 Androgynous
- 2 Eye colour shifts with season
- 3 Feline eyes
- 4 Frosted blue lips
- 5 Glow of candlelight on skin
- 6 Long, distinguished nose
- 7 Pale and mask-like
- 8 Spotted with soot
- 9 Star-shaped pupils
- 10 Violet eyes
- 11 Wide-eyed, childlike
- 12 Wide-set almond eyes

BODY

d12 Body

- 1 Aroma of mead or honey
- 2 Aura of dancing glimmers
- 3 Bluish skin
- 4 Faintly insubstantial
- 5 Golden blood, silver tears
- 6 Lithe frame, sex unclear
- 7 Odour of fresh spring dew
- 8 Pale skin, black in mirrors
- 9 Skin appears moonlit
- 10 Skin of a newborn
- 11 Skin rimed with frost
- 12 Sparkling skin

SPEECH

d12 Speech

- 1 Condescending
- 2 Distant and slightly echoing
- 3 Flat and toneless
- 4 Flirtatious
- 5 Like the cracking of ice
- 6 Lilting
- 7 Mirthful
- 8 Pitch changes: male/female
- 9 Poetic and obscure
- 10 Song and rhyme
- 11 Subtly threatening
- 12 Whispering

TODO: Illustration

DEMEANOUR

d12 Demeanour

- 1 Affected nobility
- 2 Aloof and amoral
- 3 Childlike and mischievous
- 4 Decadent
- 5 Gleeful enthusiasm
- 6 Keenly naive
- 7 Loquacious
- 8 Melancholic aesthete
- 9 Obsessive
- 10 Sardonic observer
- 11 Wilful and whimsical
- 12 World-weary

DRESS

d12 Dress

- 1 Chequered harlequin
- 2 Cloak of black feathers
- 3 Cloak of frost
- 4 Cobwebs and soot
- 5 Decaying regal finery
- 6 Elaborately embroidered
- 7 Extravagant, frilly lace
- 8 Lace and flowers
- 9 Mother of pearl gown
- 10 Sheer black
- 11 Silvery gossamer
- 12 Woven leaves

DESIRES

d12 Desires

- 1 Break mortal hearts
- 2 Collect exotic stuffed beasts
- 3 Depose fairy lord or lady
- 4 Distil wines from emotions
- 5 Forbidden arcane lore
- 6 Library of dreams
- 7 Odd magical trinkets
- 8 Return of the Cold Prince
- 9 Savour finest of mortal life
- 10 To grow old and die
- 11 Understand mortal religion
- 12 Usurp noble house

BELIEFS

d12 Beliefs

- 1 All plants are sentient
- 2 Cats are disguised fairies
- 3 Daylight is to be shunned
- 4 Drink only fine wine
- 5 Magic is the true language
- 6 Mortal world is but a dream
- 7 Mortals evolved from fungi
- 8 Reality is a fabulous song
- 9 The world is dying
- 10 Time is seeping into Fairy
- 11 Understand speech of stars
- 12 Witches led by fairy queen

About Grimalkins

Mercurial feline fairies who shift between three different forms.

Race type	Fairy
1st level PC age	1d100 × 10 years
Lifespan	Immortal
Height	3' + 2d6"
Weight	50 + 3d10 lbs

Grimalkins are a race of shapeshifting cat-fairies renowned for their magic of illusion and their love of eating rats. They can take on three different forms, described below. Grimalkins originate in the fairy realm of Catland, ruled over by the fearsome Queen Abyssinia—the Queen of All Cats. Those grimalkins who enter Dolmenwood live as wanderers and adventurers.

Estray—Cunning Humanoid

A grimalkin's normal form is that of a humanoid cat, wearing clothing, speaking, and walking upright. A grimalkin in estray is, by all appearances, a humanoid cat, beautiful or ugly, with fur covering their little body.

Chester—Fat Moggy

In chester, a grimalkin resembles a normal cat in all respects—though perhaps fatter than the average mouser. A grimalkin in chester retains a dull-witted intelligence and can understand language, but can only respond in yowls and meows.

Wilder—Fey Predator

The primal, fey form of a grimalkin. A grimalkin in wilder is difficult to perceive clearly in the mortal world as more than a gleaming pair of deranged, predatory eyes beyond the throw of the lantern's light.

RELATIONS WITH OTHER RACES

Grimalkins tend to become jealous and furtive among their own kind, so prefer the company of other races. They enjoy the companionship of other fairies of all types and have a special fondness for the frivolity of woodgrues. They regard the earnest undertakings of humans and other mortal races as somewhat comical.

Humans, perhaps due to their affection for domestic cats, are less fearful of grimalkins than they are of other fairies. A grimalkin who enters a human town will be greeted with curiosity, provided they behave themselves.

NAMES

Grimalkin names tend to be non-gendered. Exceptions (and titles) are listed in the table with male/female variants. It is unclear whether grimalkins choose such cutesy, whimsical names in earnest or whether they are mocking mortals by forcing them to utter such drivel. It is also not known whether the noble titles claimed by some grimalkins have any truth behind them (though, of course, the bearers of such titles swear to their authenticity).

GRIMALKIN NAMES

d20	First Name	Surname
1	Boots	Bobblewhisk
2	Fripple	Cottonsocks
3	Ginger	Flip-a-tail
4	Jack/Jill	Flippancy
5	Jaspy	Fluff-a-kin
6	Jasqueline	Grimalgrime
7	Kitty	Grinser
8	Little	Lickling
9	Lord/Lady	Milktongue
10	Mogget	Mogglin
11	Moggle	Poppletail
12	Monsieur/Madame	Pouncemouse
13	Nibbles	Pusskin
14	Penny	Ratbane
15	Poppet	Snuffle
16	Prince/Princess	Tailwhisk
17	Prissy	Tippler
18	Tippsy	Whippetongue
19	Tomkin	Whipsy
20	Toppsy	Whiskers

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

GRIMALKIN BACKGROUNDS

d20	Background	d20	Background
1	Alchemist's aide	11	Mariner
2	Angler	12	Pheasant poacher
3	Barber	13	Rat hunter
4	Card-sharp	14	Spy
5	Catnip brewer	15	Stage magician
6	Clothier	16	Swindler
7	Duellist	17	Thespian
8	Highway robber	18	Trapper / furrier
9	Knifemaker	19	Vole farmer
10	Libertine	20	Weasel tamer

HEAD

d12 Head

- 1 Carefully sculpted quiff
- 2 Dapper top hat
- 3 Extravagant ear fur
- 4 Floppy beret
- 5 Floppy ear
- 6 Jaunty tricorne hat
- 7 Plumed hat
- 8 Pointy ear tufts
- 9 Shaggy mane
- 10 Spotted headscarf
- 11 Torn ear
- 12 Unrealistically large

FACE

d12 Face

- 1 Bug-eyed
- 2 Constantly looks surprised
- 3 Copper, saucer-like eyes
- 4 Extra fluffy cheeks
- 5 Extravagantly long whiskers
- 6 Flabby jowls
- 7 Flashing silver eyes
- 8 Long, pointy snout
- 9 Mostly mouth
- 10 Snaggle-toothed
- 11 Snub nose
- 12 Tongue pokes out

FUR

d12 Fur

- 1 Black
- 2 Black and white
- 3 Blue
- 4 Brown tabby
- 5 Chocolate
- 6 Ginger tabby
- 7 Iridescent
- 8 Silver, fluffy
- 9 Tortoiseshell
- 10 Violet
- 11 White, spiky
- 12 White, fluffy

SPEECH

d12 Speech

- 1 Adorable mewling
- 2 Conspiratorial whispering
- 3 Decadently fashionable
- 4 Eloquent and poetic
- 5 Impertinent
- 6 Languid
- 7 Manic
- 8 Meandering
- 9 Mirthful and mocking
- 10 Purring
- 11 Sycophantic
- 12 Wilfully abstruse

DEMEANOUR

d12 Demeanour

- 1 Fastidious and precise
- 2 Flagrantly amoral
- 3 Irreverently jocund
- 4 Jittery and on edge
- 5 Loose with money
- 6 Mercurial
- 7 Reckless swashbuckler
- 8 Self-indulgent preening
- 9 Slumbersome
- 10 Sneaky and larcenous
- 11 Snobbish gourmet
- 12 Tipsy and frolicsome

DRESS

d12 Dress

- 1 Cape and spurs
- 2 Dandyish lace and silks
- 3 Festooned with rat bones
- 4 Jet black woollens
- 5 Long gloves and chaps
- 6 Long, colourful knitted scarf
- 7 Pied doublet and breeches
- 8 Ratskin vest and breeches
- 9 Regal ermine cloak
- 10 Shiny red boots
- 11 Smart tweed
- 12 Tassels and fringes

DESIRES

d12 Desires

- 1 Become a crime lord
- 2 Become fat eating rodents
- 3 Build a secret palace
- 4 Build a sky ship to the moon
- 5 Commune with lost cat gods
- 6 Fame as a slayer of monsters
- 7 Found a catnip distillery
- 8 Infamy as a supreme gambler
- 9 Inhabit Hoarblight Keep
- 10 Live in exorbitant luxury
- 11 Marry into human nobility
- 12 Steal the Duke's jewels

BELIEFS

d12 Beliefs

- 1 Catnip is poison to humans
- 2 Consume mouse-flesh daily
- 3 Dreams are the true reality
- 4 Evil rat realm underground
- 5 Human nobles serve Catland
- 6 Magic is fading
- 7 Only eat raw meat
- 8 The Cold Prince is long dead
- 9 The moon is ruled by mice
- 10 The Nag Lord adores cats
- 11 Vegetables harm the health
- 12 War is brewing in Fairy



About Humans

The folk of the day-to-day world, in all the variety and miscellany we know.

Race type	Mortal
1st level PC age	15 + 2d10 years
Lifespan	50 + 2d20 years
Height	Male: 5'4" + 2d6" Female: 5' + 2d6"
Weight	120 + 6d10 lbs

As is the way in the world beyond the forest, humans are dominant within the settled reaches of Dolmenwood.

RELATIONS WITH OTHER RACES

Humans, as the dominant species in Dolmenwood, tend to be mistrustful of other races. They are especially fearful of fairies, their folklore being rife with tales with the treachery and mischief of the folk of the undying realm.

However, humans are also quick to change their minds. An individual fairy who proves themselves trustworthy will be gladly accepted as a companion.

NAMES

The names listed are typical of the everyday folk in Dolmenwood and surrounds. Such common names are not used by perilous folk such as the Drune.

HUMAN NAMES			
d20	Male	Female	Surname
1	Arfred	Agnel	Addercapper
2	Brom	Amonie	Burl
3	Bunk	Clement	Candleswick
4	Chydewick	Gertwinne	Crumwaller
5	Clewyd	Gretchen	Dogoode
6	Crump	Gwendolyne	Dregger
7	Dimothy	Hilda	Dunwallow
8	Guillem	Illabell	Fraggleton
9	Henrick	Katerynne	Gruewater
10	Hogrid	Lillibeth	Harper
11	Jappser	Lillith	Lank
12	Joremey	Lisabeth	Logueweaver
13	Josprey	Mabel	Loomer
14	Jymes	Maydrid	Malksmilk
15	Mollequip	Megynne	Smith
16	Rodger	Melysse	Sunderman
17	Rogbert	Molly	Swinney
18	Samwise	Pansy	Tolmen
19	Shadwell	Ursequine	Weavilman
20	Shank	Waydred	Wolder

A NOTE ON ETHNICITY

The genetic tendencies of the common folk of Dolmenwood and the Duchy of Brackenwold are left to the referee's discretion, as befits the campaign world in which Dolmenwood is located.

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

HUMAN BACKGROUNDS			
d100	Background	d100	Background
01	Actor	53	Locksmith
02-05	Angler	54	Merchant
06	Animal trainer	55-56	Miner
07	Apothecary	57-58	Outlaw
08-10	Baker	59-60	Pedlar
11	Barber	61	Pilgrim
12	Beekeeper	62-63	Poacher
13-15	Beggar	64	Potter
16-18	Blacksmith	65	Roper
19	Bookbinder	66	Sailor
20-21	Brewer	67	Scribe
22-24	Butcher	68-71	Servant
25-28	Carpenter	72-73	Sheep farmer
29	Cartographer	74	Shipwright
30-32	Cattle farmer	75	Smuggler
33	Chandler	76	Stable hand
34	Cheesemaker	77	Stonemason
35	Cobbler	78	Swindler
36	Cooper	79	Tailor
37	Dockhand	80	Tax collector
38	Fortune teller	81	Thatcher
39	Fur trapper	82-84	Turnip farmer
40-41	Gambler	85	Unicorn hunter
42	Glassblower	86-87	Vagrant
43	Grave digger	88	Wainwright
44-45	Hog farmer	89-90	Wayfarer
46-49	Hunter	91-92	Weaver
50	Jester	93-95	Wheat farmer
51	Jeweller	96	Wizard's assistant
52	Leather worker	97-00	Woodcutter

HEAD

d12 Head

- 1 Cropped or shaven hair
- 2 Embroidered skull cap
- 3 Fur hat with animal tail
- 4 Jaunty cap with feather
- 5 Jug ears
- 6 Long braids
- 7 Meticulously oiled hair
- 8 Misshapen skull
- 9 Patchy, straggly hair
- 10 Poised atop an elegant neck
- 11 Thick, lustrous hair
- 12 Wild, curly hair

FACE

d12 Face

- 1 Bent nose
- 2 Button nose
- 3 Darting eyes
- 4 Droll, lupine mouth
- 5 Gap-toothed
- 6 Hirsute
- 7 Large, regal nose
- 8 Narrow, pinched
- 9 Pimples
- 10 Prominent scar
- 11 Rosy
- 12 Wide, spaced out features

BODY

d12 Body

- 1 Barrel chest
- 2 Big hands
- 3 Blotchy skin
- 4 Excessively hairy
- 5 Freckles
- 6 Long legs
- 7 Long, elegant fingers
- 8 Oily skin
- 9 Pocked with plague-scars
- 10 Pot belly
- 11 Smooth, supple skin
- 12 Warts

SPEECH

d12 Speech

- 1 Agitated
- 2 Bellowing
- 3 Cackling
- 4 Coarse
- 5 Conspiratorial
- 6 Gravelly
- 7 Inane banter
- 8 Mellow
- 9 Mumbling
- 10 Nasal whine
- 11 Rapid
- 12 Sighing

TODO: Illustration

DEMEANOUR

d12 Demeanour

- 1 Brooding, quick-tempered
- 2 Curious, broad-minded
- 3 Dour, single-minded
- 4 Enthusiastic, gullible
- 5 Gregarious
- 6 Impatient and rash
- 7 Kindly
- 8 Miserly
- 9 Scheming
- 10 Self-aggrandising
- 11 Slovenly
- 12 Suave

DRESS

d12 Dress

- 1 Colourful patchwork
- 2 Dashing doublet and hose
- 3 Enigmatic cloak and hood
- 4 Filthy woollens
- 5 Hessian rags
- 6 Lace, posies, and frills
- 7 Noisome furs
- 8 Padded vest and breeches
- 9 Sheepskin coat
- 10 Smoking jacket and slacks
- 11 Sturdy boots and raincoat
- 12 Way-worn leathers

DESIRES

d12 Desires

- 1 Build castle and new village
- 2 Clear family name
- 3 Collect saintly relics
- 4 Domestic bliss
- 5 Explore Fairy
- 6 Found business empire
- 7 Infamy
- 8 Map stones of Dolmenwood
- 9 Marry into nobility
- 10 Redeem past misdeeds
- 11 Secret underground lair
- 12 Squander fortune on luxury

BELIEFS

d12 Beliefs

- 1 Fairies steal human souls
- 2 Nag-Lord brings final doom
- 3 Prayers redeem evil deeds
- 4 Witches serve the Nag-Lord
- 5 One parent was a fairy
- 6 Shroom of immortality
- 7 Visions from the Cold Prince
- 8 The dead are rising
- 9 Talking beasts plot uprising
- 10 Village deep in Longmere
- 11 Drune will enslave the Duke
- 12

About Moss Dwarfs

Stocky demihumans who dwell in the dank reaches of the Wood. As moss dwarfs age, their flesh becomes overrun with plants, moulds, and fungi.

Race type	Mortal
1st level PC age	50 + 3d6 years
Lifespan	200 + 5d8 × 10 years
Height	3'6" + 2d6"
Weight	150 + 2d20 lbs

Moss dwarfs are an obscure, stunted race of demi-humans, native to Dolmenwood, with an affinity for the dank plants and moulds of the deep woods. They stand at around 4' high and are of stocky, pudgy build. Their skin is brown and wrinkled, with a texture like soft bark and is often patched with mould, lichen, fungus, or creeping plants. Their hair and beards are green, of many shades, and plant-like, akin to moss, willow, watercress, or ferns. Their beady eyes and stubby tongues are sheer black.

Ageing, Death, and Composting

Moss dwarfs have a lifespan of over two centuries, individuals typically becoming wiser and more plant-like as they age. After death, even their bones rot away to mould: a moss dwarf's body decays to a rich compost within a year.

Dank Forest Burrows

The natural habitat of moss dwarfs is dark, dank forests, where they gather in small, isolated communities. They are, above all, burrowers, delving their homes into the damp earth of their forest abodes or inhabiting natural caves where they are found—moss dwarfs are no masters of stonework or construction.

Worship Gods of Moss and Fungus

As subjects of the Duke, moss dwarfs are notionally followers of the One True God. However, they actually worship their own gods of the deep forest and the fecund underworld.

RELATIONS WITH OTHER RACES

By nature, moss dwarfs are curious and jovial, in a slow, earthy way, and welcome occasional visitors to their communities. They tend to be fearful of true fairies (e.g. elves, grimalkin), but are broadly on friendly terms with demi-fey (e.g. woodgrues).

Moss dwarfs are welcomed in human settlements and are sometimes found selling mushrooms, ale, or cheese at a market.

NAMES

Moss dwarfs tend not to use surnames. If pressed, they usually say "Moss", "Mulch", or "Mould".

MOSS DWARF NAMES

d20	Male	Female
1	Dombo	Bendion
2	Gobulom	Bilibom
3	Golobd	Brimbul
4	Gremo	Ebbli
5	Gwomotom	Ghibli
6	Hollb	Gobbli
7	Hollogowl	Greblim
8	Kabob	Gwedim
9	Kollobom	Higwold
10	Lambop	Ibulold
11	Limibly	Imbwi
12	Loblow	Klibli
13	Mobdemold	Klimbim
14	Nyoma	Libib
15	Obolm	Limimb
16	Oglom	Marib
17	Tomdown	Milik
18	Tomumbolo	Shlirimi
19	Umbertop	Skimbim
20	Wobobold	Smodri

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

MOSS DWARF BACKGROUNDS

d20	Background	d20	Background
1	Bark tailor	11	Night forager
2	Boar hunter	12	Oracle's apprentice
3	Cheesemaker	13	Pipe maker
4	Compost raker	14	Sausage maker
5	Fungologist	15	Squirrel trainer
6	Fungus farmer	16	Swineherd
7	Gambler	17	Tavernkeep
8	Horn blower	18	Vagrant
9	Moss brewer	19	Worm farmer
10	Moss farmer	20	Yeast farmer

HEAD

d12 Head

- 1 Bald like a polished nut
- 2 Buzzing with flies
- 3 Floppy hat droops over eyes
- 4 Fuzzy green hair
- 5 Huge floppy ears
- 6 Long greasy hair
- 7 Much too big
- 8 No neck
- 9 Patchy orange hair
- 10 Pointy felt hat
- 11 Wobbly
- 12 Wrinkled like a walnut

FACE

d12 Face

- 1 Beard of frothy yeast
- 2 Darting tongue
- 3 Eyes as big as fists
- 4 Eyes like pools of deep space
- 5 Eyes like tiny black marbles
- 6 Long, floppy nose
- 7 Looks like a carved potato
- 8 Massive flared nostrils
- 9 Mouth foaming with yeast
- 10 Nostrils ooze purple slime
- 11 Pointy root nose
- 12 Wobbly lips



BODY

d12 Body

- 1 Blubbery
- 2 Covered in downy fur
- 3 Flabby rolls
- 4 Lumpy
- 5 Rampant belly button fur
- 6 Spherical
- 7 Stubby legs
- 8 Stumpy arms
- 9 Whorled like knotted wood
- 10 Wider than tall
- 11 Wobbly paunch
- 12 Wrinkled folds of skin

DEMEANOUR

d12 Demeanour

- 1 Blustery
- 2 Brooding
- 3 Cowardly
- 4 Dozy
- 5 Flustered
- 6 Grumpy
- 7 Impertinent
- 8 Miserly
- 9 Overbearingly affable
- 10 Shrewd
- 11 Slow
- 12 Tells terrible jokes

DESIRES

d12 Desires

- 1 A dozen spouses
- 2 Acquire moon cheese
- 3 Become a fungus giant
- 4 Breed a sentient swine
- 5 Brew the universal elixir
- 6 Consume sentient fungi
- 7 Found a moss brewery
- 8 Found underground realm
- 9 Grow clones of self
- 10 Meld with the fungal mind
- 11 Own a sprawling inn
- 12 Sample all known ales

SPEECH

d12 Speech

- 1 Baritone
- 2 Filthy
- 3 Grumbling
- 4 Meandering
- 5 Mumbling
- 6 Muttering
- 7 Obtuse
- 8 Phlegmy
- 9 Squeaking
- 10 Squelchy
- 11 Stammering
- 12 Wheezy

DRESS

d12 Dress

- 1 Brushed felt
- 2 Cosy knitwear
- 3 Dapper tweed
- 4 Greasy leathers
- 5 Grubby rags
- 6 Knitted ivy
- 7 Loincloth
- 8 Naturist
- 9 Pelts
- 10 Pig suede
- 11 Scratchy wool
- 12 Woven fungus stems

BELIEFS

d12 Beliefs

- 1 Ale is essential for life
- 2 Bathing is inimical to health
- 3 Daily sacrifice to the elders
- 4 Gets visions from the moon
- 5 Humans are naked monkeys
- 6 Pursued by vengeful ghosts
- 7 Stone circles hide buried gold
- 8 Talking owls are plotting
- 9 The Drune will conquer all
- 10 The Duke is secretly a fairy
- 11 The fungal mind is supreme
- 12 The trees have eyes

About Woodgrues

Bat-faced demi-fey goblins, known for their love of music, revelry, and arson.

Race type	Demi-fey
1st level PC age	50 + 3d6 years
Lifespan	300 + 2d100 years
Height	3' + 2d6"
Weight	60 + 2d10 lbs

Woodgrues are capricious, bat-faced goblins who, many generations ago, forsook their ancestral home in Fairy and migrated to the musty dells of the mortal world. They have massive, flapping ears and soft, downy fur upon their heads and chests, while the rest of their body appears like that of a human child.

Woodland Wanderers

Woodgrues live a nomadic lifestyle, wandering Dolmenwood alone or in small groups, following where their whims and noses lead. They are comfortable camping in the wild, erecting miniature shelters high in trees, but also enjoy the comforts of human settlements.

Enchanted Songs

Woodgrues love wild dancing and cacophonous music—primarily crazed nighttime warbling played on pipes. The magic of Fairy lingers in the music of woodgrues, for their songs can lure folk into the deep woods and enchant them to frolic. Woodgrues delight in using this magic for mischief and high jinks. While mischievous and rascally, woodgrues only cause serious harm if slighted.

Seasonal Moots

Several times a year (the exact timing varies), a woodgrue moot is called by an elder. The invitation is called out in the night air by a cacophony of hoots and pipes, announcing the festivities at an appointed place and time. Moots typically last for five days and are attended by up to two hundred woodgrues, dancing, celebrating, and sharing news.

RELATIONS WITH OTHER RACES

Woodgrues are happy to spend time with people of any race, both mortal and fairy, though they favour those who share their raucous sense of humour.

Humans cautiously allow woodgrues into their towns, because they know that barring them entry would only cause greater misfortune.

NAMES

WOODGRUE NAMES

d20	Male	Female	Surname
1	Bagnack	Bishga	Bobbleslime
2	Barmcudgel	Canaghoop	Bogbabble
3	Bloomfext	Cheruffue	Bootswap
4	Bunglebone	Doola	Browngobble
5	Capratt	Frogfyr	Chumley
6	Chimm	Gruecalle	Cobwallop
7	Delgodand	Hoolbootes	Corkmumble
8	Eortban	Maulspoorer	Drooglight
9	Grunkle	Mogsmote	Hogslapper
10	Gubber	Molemoch	Hortleswoop
11	Gumroot	Moonmilk	Hungerslip
12	Gunkuss	Munmun	Lankwobble
13	Kungus	Nettaclare	Moorsnob
14	Longtittle	Oorcha	Mundersnog
15	Lubbal	Palliepalm	Pouncecrump
16	Olpipes	Pimplepook	Pumpersnickle
17	Runkelgate	Puggump	Shunderbog
18	Stringdrunker	Rolliepolk	Snodgrass
19	Weepooze	Sasserpipe	Wallerbog
20	Wumpus	Whipsee	Woodfuffle

BACKGROUNDS

Players may optionally roll for the character's background before they took up a life of adventuring.

WOODGRUE BACKGROUNDS

d20	Background	d20	Background
1	Circus performer	11	Maggot farmer
2	Convicted arsonist	12	Mead brewer
3	Court jester	13	Moth trapper
4	Crow hunter	14	Mushroom forager
5	Dung collector	15	Pedlar
6	Egg thief	16	Pipe carver
7	Errant piper	17	Ragpicker
8	Firework maker	18	Tent maker
9	Fungus trader	19	Tomb robber
10	Juggler	20	Wizard's servant

HEAD

d12 Head

- 1 Bald, veiny ears
- 2 Blotchy bald pate
- 3 Cap of shiny beetle shells
- 4 Ears ooze orange wax
- 5 Elongated, teetering neck
- 6 Felt hat with long liripipe
- 7 Floppy hat, way too big
- 8 Long, bristling hair tufts
- 9 Pink mohawk (natural)
- 10 Round, droopy ears
- 11 Stripe of silver hair
- 12 Twitching, pointy ears

FACE

d12 Face

- 1 Droopy nose
- 2 Lavishly preened moustache
- 3 Lustrous black beard
- 4 Nose flesh changes colour
- 5 Nostrils flap when excited
- 6 Nostrils dripping yellow snot
- 7 Oiled moustache
- 8 One large eye, one small
- 9 Protruding fangs
- 10 Sagging, bloated throat
- 11 Shifty eyes constantly blink
- 12 Straggly beard

BODY

d12 Body

- 1 Flaps of skin between fingers
- 2 Hunchback
- 3 Knock-kneed
- 4 Pink skin with white fuzz
- 5 Prehensile feet
- 6 Rotund
- 7 Scrawny
- 8 Skin flaps under arms
- 9 Spindly, 4-knuckled fingers
- 10 Thick, matted, auburn fur
- 11 Utterly hairless
- 12 Vestigial wings (flightless)

SPEECH

d12 Speech

- 1 Childish giggling
- 2 Excited screeching
- 3 Guffawing
- 4 Hesitant warbling
- 5 Hissing and slurping
- 6 Intermittent gibbering
- 7 Languid rumbling
- 8 Melodious
- 9 Punctuated with hoots
- 10 Shrill
- 11 Sinister whispering
- 12 Staccato

DEMEANOUR

d12 Demeanour

- 1 Capering fool
- 2 Childlike and capricious
- 3 Compulsive liar
- 4 Cunning, scheming
- 5 Dour, gallows humour
- 6 Feigned mysticism
- 7 Frivolous and petty
- 8 Kleptomaniac
- 9 Practical joker
- 10 Pyromaniac
- 11 Shady and unscrupulous
- 12 Trickster (but loyal friend)

DRESS

d12 Dress

- 1 Dangling bells and baubles
- 2 Enigmatic black cloak
- 3 Heavily patched
- 4 Hessian loin cloth
- 5 Knotted cords
- 6 Long, ragged cape
- 7 Mismatched, stolen clothes
- 8 Paint-daubed rags
- 9 Pied jester's outfit
- 10 Soft brushed suede
- 11 Stockings and baggy jumper
- 12 Stripy hose and bodice

DESIRES

d12 Desires

- 1 Be canonised (as a joke)
- 2 Build manor half in Fairy
- 3 Burn down a castle
- 4 Found a secret society
- 5 Giant bee mead brewery
- 6 Live in a castle of bats
- 7 Marry a goblin merchant
- 8 Organise largest moot ever
- 9 Perform for the Nag-Lord
- 10 Popularise moth sausages
- 11 Rule a human town in secret
- 12 Steal secrets of the Drune

BELIEFS

d12 Beliefs

- 1 Crows are spies from Fairy
- 2 Fairies are illusory
- 3 Fungi are souls of the dead
- 4 Get all agreements in writing
- 5 Gold buried in graveyards
- 6 Humans can't dance
- 7 Immune to fire
- 8 Live on cake alone
- 9 Nearly perfected deadly song
- 10 Never reveal your name
- 11 Penal system must be a joke
- 12 The Nag-Lord really is a wag



Languages

The tongues and cants of the sentient folk of Dolmenwood.

ANCIENT 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: Ancient Drunic is virtually a lost language. Only the most erudite Drune sages have any knowledge of it.

CAPRICE

A language evolved among the goat-aristocracy of the High Wold, encompassing simplified elements of the High Elfish tongue melded with the more erudite components of Gaffe. On balance, this tongue is of equivalent complexity and expressiveness to the languages of humans. 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 scripts of humans.

Learning: Caprice is in common use and can easily be learned by those with the urge.

DRUNIC

The direct descendant of the Ancient Drunic tongue, this is 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.

GAFFE

The native tongue of the lower ranking goat-folk of Dolmenwood: a crass (almost bestial) language of bleats and gurgles which may be understood on a rudimentary level by mundane goats and sheep. Though it is of utterly different origin, Gaffe has come to share a small number of words with the Sylvan language.

Learning: Gaffe is in common use and can easily be learned by those with the urge.

HIGH ELFISH

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

Learning: Human 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.

THE IMMORTAL TONGUE OF FAIRY

This is the language of the most elevated denizens of the Fairy realm—those ancient beings said to be older than the mortal world itself. The language spoken by these beings is of such primal potency that its honeyed tones may be understood by all sentient folk, mortal and immortal alike. It is however only under incredibly portentous circumstances that a mortal may encounter a speaker of this tongue. 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 madness and misfortune.

LITURGIC

The holy language of the Church of the One True God, 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. Nonetheless, it remains a purely scriptural language and is seldom spoken outside of sermons.

Learning: Liturgic is in common use and can easily be learned by those with the urge. Fairies, as godless creatures, cannot learn Liturgic and find its tones somewhat sickening.



MEWL

The secret language of the grimalkin 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.

MULCH

An obscure tongue spoken by the moss dwarfs of Dolmenwood, along with a smattering of sentient plants and fungi.

Learning: The squelching, grinding sounds which Mulch consists of are notoriously difficult for humans and other non-native species to reproduce, though a handful of sages have made rudimentary studies of Mulch.

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.

SYLVAN

The common speech of the fairies and fairy-kin of Dolmenwood, believed to be a distant, debased form of the Immortal Tongue of Fairy.

Learning: Sylvan is within the intellectual grasp of mortals, even though they invariably sound like fools when speaking it (to the endless amusement of its native speakers).

WOLDISH

This is the modern tongue spoken by virtually all sentient creatures in Dolmenwood.

Learning: Woldish is treated as a dialect of the Common tongue that is spoken in the wider world beyond the Wood.

