

dolmenwood

Rogues Gallery – Part One

Being a collection of do-gooders, ne'er-do-wells, and hangers-on for use in adventure games in the forest of Dolmenood using the B/X rules. All characters are 3rd level.

- Brother Guillem, Cleric of the One True God (Lawful)
- Lynne Caltrope, Magic-User (Neutral)
- Bertha the Brazen, Cleric of the One True God (Lawful)
- Shankley Hortleswoop, Woodgrue (Chaotic)
- Dobrus the Veiled, Magic-User (Chaotic)
- Gretchen Underwood, Fighter (Lawful)
- “Viscount” Maslow Grimsby, Thief (Chaotic)
- Shadow-of-Sorrow’s-Lament, Elf (Chaotic)
- Rodger Dredge, Hunter (Neutral)
- Klimbim Oddpolyp, Moss Dwarf (Neutral)

The characters are formatted as single-sided sheets for home printing. Each character sheet includes the basic rules required for the class (the most important abilities, basic spell selection, simplified spell descriptions, etc). This makes them especially suitable for use in one-shots or drop-in games.

The moss dwarf class is detailed in *Wormskin* issue one.

The spells of Dobrus the Veiled are drawn from *Theorems & Thaumaturgy*’s necromancer spell list.

The elf, hunter, and woodgrue classes are detailed in *Wormskin* issue nine.

(These books are available at www.rpgnow.com/browse/pub/5606/Necrotic-Gnome.)

**CERTIFIED
3DG IN ORDER**



Brother Guillem, Cleric of the One True God

Level: 3

Alignment: Lawful

Sex: Male

Age: 17

Orphaned at a young age, you grew up in the Refuge of St Hardwych, in the city of Loom. At age 16, you swore yourself to the life of a crusader, travelling north to the accursed forest of Dolmenwood, your mind bent on monster-slaying.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	7	-1 melee attacks/damage
Dexterity	10	
Constitution	15	+1 hit point per level
Intelligence	14	+1 language
Wisdom	15	+1 to saves against magic
Charisma	12	

Combat

Armour Class	2
Hit Points	11
Movement	20' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Abilities

Holy spells: Each morning, you pray to God and are blessed with holy spells. You can cast two spells per day. Choose two:

- **Cure light wounds:** Heals 1d6+1 hit points.
- **Detect magic:** Magic within 60' glows. Lasts 20 minutes.
- **Light:** In a 15' radius. Lasts 2 hours.
- **Protection from evil:** +1 bonus to Armour Class and saving throws when attacked by creatures of another alignment. Enchanted creatures cannot attack you in melee (unless you attack them). Lasts 2 hours.

Languages: Woldish, Liturgic

Turning the undead: You can invoke the name of God to repel undead monsters.

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	11
Magic Wands	12
Paralysis, Petrify	14
Wyrms Breath	16
Spells, Rods, Staves	15

Exploration

Find Traps	1 on 1d6
Listening	1 on 1d6
Movement	60' per turn

Equipment

Armour: Plate mail, shield

Weapons:

- Sword (1d8 damage)
- 2 daggers (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Tinder box
- Silver crucifix
- Lantern + 3 flasks of oil (burn for 3 hours)
- 1 vial of holy water (1d8 damage to undead monsters)
- Sledge hammer

Belt:

- Pouch of 40gp
- Pouch of healing herbs (1d4 hit points, one dose)



Lynne Caltrope, Magic-User

Level: 3

Alignment: Neutral

Sex: Female

Age: 32

Mother of six, your husband and children were beguiled by a fairy wizard. You followed them into Fairy, killed the wizard, and stole his spell book for your own. You seek a way to release your family from the charms that trap them still in Fairy.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	10	
Dexterity	8	-1 AC, -1 missile attacks
Constitution	9	
Intelligence	13	+1 language
Wisdom	12	
Charisma	13	+1 reaction adjustment

Combat

Armour Class	10
Hit Points	8
Movement	40' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	13
Magic Wands	14
Paralysis, Petrify	13
Wyrms Breath	16
Spells, Rods, Staves	15

Exploration

Find Traps	1 on 1d6
Listening	1 on 1d6
Movement	120' per turn

Abilities

Magic spells: Each morning, you study your spell book to memorize spells. You can cast the following spells once per day each:

- **Charm person:** A single person within 120' is beguiled to view you as a trusted friend. Lasts for one day or longer.
- **Magic missile:** Conjures a glowing missile of magical energy. Lasts for 10 minutes. You can fire it once at an enemy, dealing 1d6+1 damage (automatic hit!).
- **Web:** Creates a 10' cube web, 10' away. Lasts for 8 hours, unless burned. Human-strength creatures get stuck inside.

Languages: Woldish, Old Woldish

Equipment

Armour: None

Weapons:

- Silver dagger (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Spell book
- Tinder box
- Lantern + 3 flasks of oil (burn for 3 hours)
- A silver ring that allows you to shrink to 6" tall once a day.

Belt:

- Pouch of 30gp



Bertha the Brazen, Cleric of the One True God

Level: 3

Alignment: Lawful

Sex: Female

Age: 25

Daughter of a great and evil knight, you betrayed your father to join the Holy Order of St Faxis. You now travel lawless lands, bringing sinners to righteous justice (and sampling the local ales, while you're at it).

Ability Scores

(1d20; roll under or equal to pass check)

Strength	13	+1 melee attacks/damage
Dexterity	11	
Constitution	8	-1 hit point per level
Intelligence	9	
Wisdom	11	
Charisma	10	

Combat

Armour Class	3
Hit Points	8
Movement	20' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Abilities

Holy spells: Each morning, you pray to God and are blessed with holy spells. You can cast two spells per day. Choose two:

- **Cure light wounds:** Heals 1d6+1 hit points.
- **Detect magic:** Magic within 60' glows. Lasts 20 minutes.
- **Light:** In a 15' radius. Lasts 2 hours.
- **Protection from evil:** +1 bonus to Armour Class and saving throws when attacked by creatures of another alignment. Enchanted creatures cannot attack you in melee (unless you attack them). Lasts 2 hours.

Languages: Woldish

Turning the undead: You can invoke the name of God to repel undead monsters.

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	11
Magic Wands	12
Paralysis, Petrify	14
Wyrms Breath	16
Spells, Rods, Staves	15

Exploration

Find Traps	1 on 1d6
Listening	1 on 1d6
Movement	60' per turn

Equipment

Armour: Plate mail

Weapons:

- Two-handed sword (1d10 damage; attack last in round)
- Dagger (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Tinder box
- Gold crucifix
- Silver mirror
- 10 torches (burn for 1 hour)
- 10' pole
- Tome of holy scriptures

Belt:

- Pouch of 25gp



Shankley Hortleswoop, Woodgrue (Demi-Fey)

Level: 3

Alignment: Chaotic

Sex: Male

Age: 198

(Woodgrue are a race of bat-faced goblins who love pranks, crazy music, and setting stuff on fire.) Spent the first 190 years of your life in the charmed service of a witch who took a liking to you. You were set free when she was slain by holy types.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	5	-2 melee attacks/damage
Dexterity	13	+1 AC, +1 missile attacks
Constitution	12	
Intelligence	6	Basic reading/writing
Wisdom	9	
Charisma	12	

Combat

Armour Class	6
Hit Points	16
Movement	30' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Abilities

Dark vision: You see as if in faint moonlight.

Hiding: 3-in-6 chance of hiding in woods or shadows.

Languages: Woldish, Sylvan

Mad revelry: Three times a day, you can play one of the following magical tunes. All who hear are affected as long as you play (save vs spells):

- **Imbibe!** Subjects consume drink or drugs.
- **Jubilate!** Subjects burts into laughter.
- **Mount!** Subjects ride each other piggyback.
- **Strip!** Subjects remove their clothing.

Weaknesses

Cold iron: You suffer double damage from iron.

Jubilation: You cannot resist a party or feast.

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	13
Magic Wands	12
Paralysis, Petrify	14
Wyrms Breath	16
Spells, Rods, Staves	14

Exploration

Find Traps	1 on 1d6
Listening	1-2 on 1d6
Movement	90' per turn

Equipment

Armour: Leather

Weapons:

- Club (1d4 damage)
- Sling (1d4 damage, range: 40' / 80' / 160')
- 20 sling stones

Backpack:

- Tinder box
- Hammer + 10 iron spikes
- Wineskin (half full)
- 10 torches (burn for 1 hour)
- 2 bottles of cheap wine.
- A brass gnome that reappears under your pillow at dawn.

Belt:

- Gnarled, willow flute
- Pouch of 23gp



Dobrus the Veiled, Magic-User

Level: 3

Alignment: Chaotic

Sex: Male

Age: 61

You died in a plague, but Death spared you on one condition: that you search for passageways between the mortal world and the realm of the dead. Your skin still bears the sores of the plague, which you cover with a veil.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	12	
Dexterity	10	
Constitution	13	+1 hit point per level
Intelligence	13	+1 language
Wisdom	8	-1 to saves against magic
Charisma	9	

Combat

Armour Class	9
Hit Points	12
Movement	40' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Abilities

Magic spells: Each morning, you study your spell book to memorize spells. You can cast the following spells once per day each:

- **Command undead:** 2d6 Hit Dice of undead obey your commands for 1d4 rounds.
- **Rigor mortis:** A single creature you touch is paralysed for 2d4 turns. (Creatures of more than 4 Hit Dice are not affected.)
- **Unseen servant:** You summon an invisible spirit to aid you. It can push or carry small objects, and remains for 1 hour.

Languages: Woldish, Old Woldish

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	13
Magic Wands	14
Paralysis, Petrify	13
Wyrms Breath	16
Spells, Rods, Staves	15

Exploration

Find Traps	1 on 1d6
Listening	1 on 1d6
Movement	120' per turn

Equipment

Armour: None

Weapons:

- Dagger (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Spell book
- Tinder box
- 10 black candles (burn for 4 hours)
- Sledge hammer
- Black opal (worth 100gp)
- Human skull with crystal eyes. It can see and whisper to you of what it observes.

Belt:

- Pouch of 10pp



Gretchen Underwood, Fighter

Level: 3

Alignment: Lawful

Sex: Female

Age: 32

Raised in the village of Dreg (a den of thieves and ill-repute), your father was slain by goatmen while hunting. You took his sword and swore to wreak vengeance upon their master—the wicked Lord Malbleat.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	13	+1 melee attacks/damage
Dexterity	11	
Constitution	9	
Intelligence	10	
Wisdom	12	
Charisma	11	

Combat

Armour Class	2
Hit Points	21
Movement	20' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Abilities

Languages: Woldish

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	12
Magic Wands	13
Paralysis, Petrify	14
Wyrms Breath	15
Spells, Rods, Staves	16

Exploration

Find Traps	1 on 1d6
Listening	1 on 1d6
Movement	60' per turn

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Equipment

Armour: Plate mail, shield

Weapons:

- Sword (1d8 damage)
- Crossbow (1d6 damage, range: 80' / 160' / 240')
- 20 crossbow bolts
- 2 iron daggers (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Tinder box
- 10 torches (burn for 1 hour)
- Sledge hammer
- Willow pipe and a pouch of really good pipeweed

Belt:

- Pouch of 37gp



“Viscount” Maslow Grimsby, Thief

Level: 3

Alignment: Chaotic

Sex: Male

Age: 20

Son of a petty noble, you spent your youth in the courts of Castle Brackenwold. At 18, you stole a baron's ring and found the way out of apathy—the thrill of crime! The money from selling the ring has dwindled, and you now turn to adventure.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	5	-2 melee attacks/damage
Dexterity	14	+1 AC, +1 missile attacks
Constitution	12	
Intelligence	10	
Wisdom	13	+1 to saves against magic
Charisma	13	+1 reaction adjustment

Combat

Armour Class	6
Hit Points	5
Movement	30' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Abilities

Languages: Woldish

Thief skills:

- *Climb sheer surfaces:* 89%
- *Find/remove traps:* 20%
- *Hide in shadows:* 20%
- *Move silently:* 30%
- *Pick locks:* 25%
- *Pick pockets:* 30%

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	13
Magic Wands	14
Paralysis, Petrify	13
Wyrms Breath	16
Spells, Rods, Staves	15

Exploration

Find Traps	20%
Listening	1-3 on 1d6
Movement	90' per turn

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Equipment

Armour: Leather

Weapons:

- Sword (1d8 damage)
- Shortbow (1d6 damage, range: 50' / 100' / 150')
- 20 arrows
- 2 daggers (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Tinder box
- Lock picks + thief's tools
- 10 torches (burn for 1 hour)
- 50' rope with grappling hook
- Crowbar + sledge hammer

Belt:

- Pouch of 52gp



Shadow-of-Sorrow's-Lament, Elf (Fairy)

Level: 3

Alignment: Chaotic

Sex: Female

Age: Immortal

(The elves of Dolmenwood are denizens of the parallel realm of Fairy.) Exiled from your native realm for betraying your liege—the twisted Prince Mallowheart. You have discovered one pleasure in the mortal world: breaking mortals' hearts.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	14	+1 melee attacks/damage
Dexterity	9	
Constitution	16	+2 hit points per level
Intelligence	15	+1 language
Wisdom	7	-1 to saves against magic
Charisma	9	(14 in terms of beauty)

Combat

Armour Class	4
Hit Points	19
Movement	20' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

19	18	17	16	15	14	13	12	11	10
0	1	2	3	4	5	6	7	8	9

Abilities

Beguilement: You can beguile a mortal to believe your words. If they fail a save vs spells, they believe whatever you say, for a moment. Afterwards, the trick is obvious.

Languages: Woldish, Sylvan, High Elfish

Magic resistance: +2 vs charms and illusions.

Seeming: You may make your clothing appear however you wish.

Subtle sight: You notice passages to Fairy 3-in-6.

Vanishing: You can disappear from a creature's sight for one round. (Once per day per target.)

Weaknesses

Cold iron: You suffer double damage from iron.

Godless: Beneficial cleric spells fail 2-in-6.

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	12
Magic Wands	13
Paralysis, Petrify	13
Wyrms Breath	15
Spells, Rods, Staves	12

Exploration

Find Traps	1 in 1d6
Listening	1 on 1d6
Movement	60' per turn

Equipment

Armour: Fairy chainmail (+1)

Weapons:

- Sword (1d8 damage)
- Crossbow (1d6 damage, range: 80' / 160' / 240')
- 20 crossbow bolts

Backpack:

- Tinder box
- 50' rope
- Lantern + 3 flasks of oil (burn for 3 hours)
- Pouch of sleep dust (affects one mortal for 2 hours)

Belt:

- Pouch of 40gp
- Posy of eternal violets



Rodger Dredge, Hunter

Level: 3

Alignment: Neutral

Sex: Male

Age: 35

You spent ten years as a hermit in a cave, struggling over an old prayer book, before concluding that you didn't really believe in God. Returning to your family, you found your village razed and took up the life of a wandering woodsman.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	9	+1 melee attacks/damage
Dexterity	13	+1 AC, +1 missile attacks
Constitution	13	+1 hit point per level
Intelligence	6	Basic reading/writing
Wisdom	10	
Charisma	6	-1 reaction adjustment

Combat

Armour Class	6
Hit Points	11
Movement	30' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	12
Magic Wands	13
Paralysis, Petrify	14
Wyrms Breath	15
Spells, Rods, Staves	16

Exploration

Find Traps	1 on 1d6
Listening	1 on 1d6
Movement	90' per turn

Abilities

Faithful hound: Your constant companion, a fine, red-haired hunting hound named Gertrude. 9 hit points, AC 8, bite does 1d4 damage, never checks morale.

Foraging and hunting: 2-in-6 chance of finding food when foraging; 5-in-6 chance of finding prey when hunting.

Hiding: 5-in-6 chance of hiding in the wilderness. Moving while remaining hidden requires a Dexterity check.

Languages: Woldish

Tracking: You can follow tracks. Difficult conditions require an Intelligence check.

Equipment

Armour: Leather

Weapons:

- Sword (1d8 damage)
- Longbow (1d6 damage, range: 70' / 140' / 210')
- 20 arrows
- Silver dagger (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Tinder box
- Lantern + 3 flasks of oil (burn for 3 hours)
- Bedroll + blanket
- Mouldy old prayer book

Belt:

- Pouch of 27gp



Klimbim Oddpolyp, Moss Dwarf

Level: 3

Alignment: Neutral

Sex: Female

Age: 99

(Moss dwarfs are a race of stunted, fungal-infested dwarfs.) You were raised by puffball farmers in the sodden reaches of Mulchgrove. Visiting a mould-oracle, you had a vision of becoming a rich tavern landlady, and left your village to wander.

Ability Scores

(1d20; roll under or equal to pass check)

Strength	7	-1 melee attacks/damage
Dexterity	11	
Constitution	14	+1 hit point per level
Intelligence	10	
Wisdom	11	
Charisma	8	-1 reaction adjustment

Combat

Armour Class	6
Hit Points	15
Movement	30' per round

Attack Rolls

(1d20 + Strength & Dexterity modifiers)

Your roll
Hit AC

Saving Throws

(1d20; roll over or equal to save)

Death, Poison	8
Magic Wands	9
Paralysis, Petrify	10
Wyrms Breath	13
Spells, Rods, Staves	12

Exploration

Find Traps	1 on 1d6
Listening	1-2 on 1d6
Movement	90' per turn

Abilities

Fertile flesh: Your ears are made of jelly fungus, your chest is covered in parsley, and your hair is full of tasty mushrooms.

Fungal immunity: Unharmed by fungal poisons or spores.

Languages: Woldish, Moss dwarf, the secret tongue of squeaking mammals

Plant speech: You can ask a question of a plant, mushroom, or mould colony (once a day per plant). It responds with a single word.

Yeast master: Your touch can cause sweet liquids to ferment (1 pint in 10 minutes) into a frothy brew (2-in-6 chance of it being palatable to non-moss dwarfs). You can also commune with the yeasts in a drink, asking the name of the person who has sipped from it.

Equipment

Armour: Pinecone mail, wooden shield

Weapons:

- Shortsword (1d6 damage)
- Shortbow (1d6 damage, range: 50' / 100' / 150')
- 20 arrows
- 2 hand axes (1d4 damage, throw: 10' / 20' / 30')

Backpack:

- Tinder box
- 10 torches (burn for 1 hour)
- Large sack
- Bottle of dark ale

Belt:

- Pouch of 25gp and soporific, dried mushrooms (1 dose)

