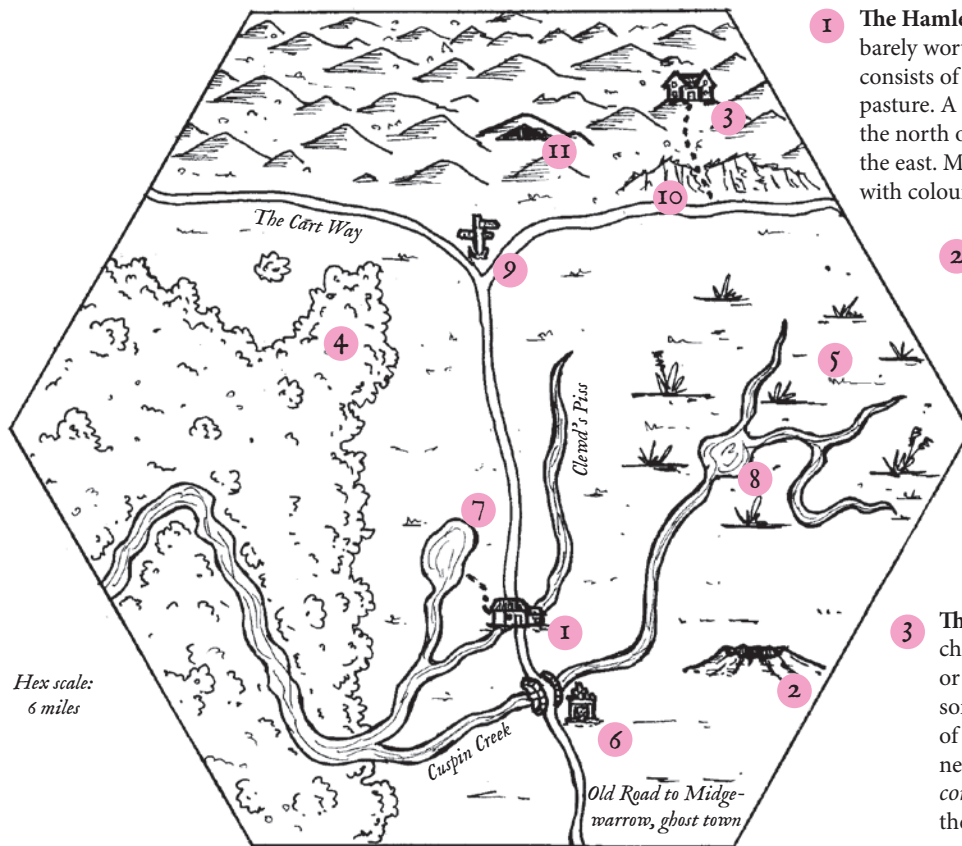


The Region Around Drigbolton

The Weird That Befell Drigbolton
Necrotic Gnome Productions



Hex scale:
6 miles

I The Hamlet of Drigbolton (p7). A backwater settlement barely worth placement on maps of the region. The hamlet consists of a cluster of cottages among small divisions of pasture. A wooden, cone-roofed church stands on a hill at the north of the hamlet and a water mill sits by the river at the east. Many of the buildings in the hamlet are bedecked with colourful flags.

2 The Crater on Bolton Moor (p16). Here, amid the windswept ridges and tumbled cairns of the desolate moor, lies the core of the fallen star Wermuth, brooding in the crater (250 yards across) gouged from the earth by its impact. Surrounding the star, filling and overflowing the crater, and splashed in random gobs around the perimeter, is a morass of phosphorescent, rose-pink jelly. Animals of various kinds lounge around, slurping up the jelly. Local people may also be present, collecting it in buckets.

3 The Oath House (p20). Nestled in a valley in the chalk downs stands the small, two-chimneyed manor known locally as the Oath House. The manor is some centuries old but maintained in a good state of repair, with rows of tidily clipped hedges and neat garden borders surrounding it. The *spiralstar concrescence* star-organ has crashed here, damaging the house and wrapping it in amber extrusions.

4 Nob's Spinney (p36). A small stretch of woodland to the north and west of Drigbolton. Near its north-eastern bowers, the star-fragment named (in the obscure lore of stellar anatomy) the *greater warp-dome* crashed. The briars have grown here in response to the warp-dome's presence, forming a dense shield around it.

5 Bolton Bog (p38). Stagnant pools, tangled reed-beds, sluggish rivulets, and sodden pathways dominate this seldom-trod region. Crumbled remains of walls and old cottages, straggling stands of trees, and hints of old roadways indicate that the area was once inhabited. Half-submerged in the bog, propped against the remnants of an old barn, lies a part of the fallen star, the *psychometric lobe*.

6 Shrine to St. Craven (p42). On the largely abandoned road south out of Drigbolton, just past the worryingly decrepit stone bridge over Cuspin Creek, stands a lonely wayside shrine dedicated to the patron saint of infant martyrdom, incontinence, and idle hands. The image of the saint is now smeared with pink star-jelly and the wood-tiled roof bedecked with gaudy strips of rainbow-hued cloth.

7 The Pike Pond (p42). A favoured haunt of the men of Drigbolton, this small lake is unusually rich with plump fish. Anyone with an ounce of skill as an angler can make a hearty catch. Its name reflects the fact that this abundance makes it a perfect home for predatory pike, which swim here in great numbers.

8 Dobbin's Mere (p43). A rough trail follows the eastern bank of Cuspin Creek north-east out of Drigbolton and, after roughly two miles, reaches the wide, shallow, reed-choked lake known to the locals as Dobbin's Mere. Close to the northern edge of the lake stands an antlered statue of great antiquity. This area is shunned by the folk of Drigbolton, who regard the lake as accursed.

9 Crossroads (p45). At the site of an ill-looking tree, the Cart Way splits. One road heads uphill and to the east where a bone-white cliff face can be seen. The other continues downhill and southward, along the outer eaves of Dolmenwood. A grey milestone, dappled with old blood and birdshit, stands hip-high near the base of the tree, precisely beneath a rotting noose suspended from its thickest bough. The weathered etchings on the stone indicate that Drigbolton lies about two miles down the southern road.

IO Chalk Cliffs (p45). The road here winds along a ridge of land, hugging the face of a tall line of chalk cliffs which loom above the moorlands to the south. The folk of the region have, over many centuries, carved notices, warnings, psalms, icons, shrines, and idols into the chalk.

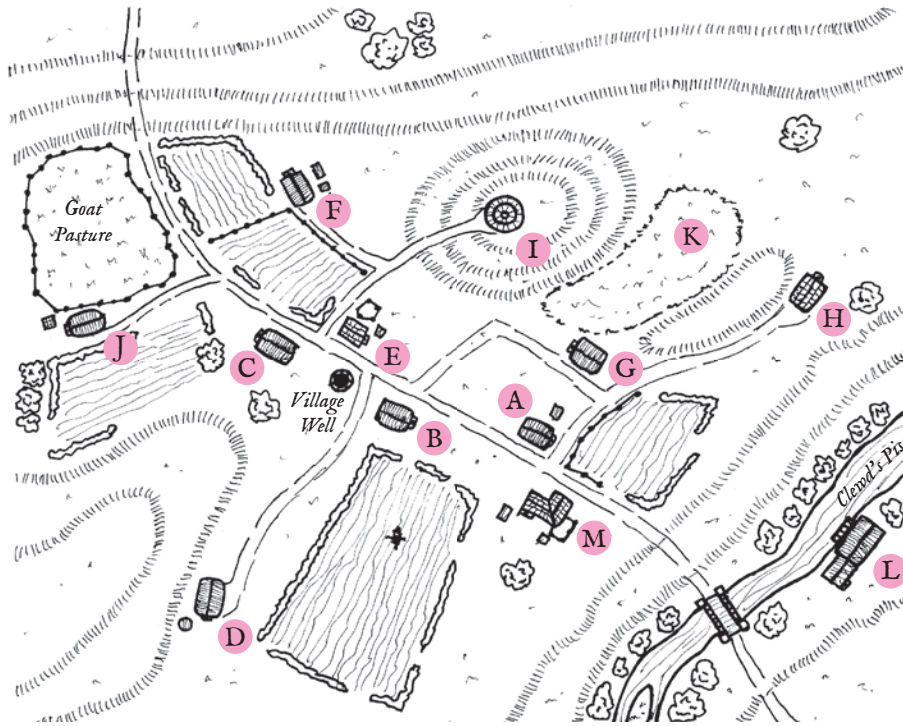
II Clooney Caves (p45). A wide incision in the side of a hill exposes a chalk-face in which a large cave is found. A fire pit at the cave's mouth indicates that it is sometimes used for shelter by travellers along the road. Three deep clefts at the rear of the cave lead into a network of winding caves. A toothless human skull, marked in red with a crucifix, has been placed at the mouth of each cleft.

Random Happenings. Roll 1d20 and 1d8, interpret the d20 as:

- ▶ 1-8 = **Encounter**. d20 = entry on the encounter table. d8 = which encounter table to consult: > number of days since PCs' arrival = "mundane" encounter (day p48, night p50). Otherwise, "weird" (day p52, night p54).
- ▶ 9-11 = **Environmental effect** (p46). d8 = nature of the event.
- ▶ 12-15 = **Star-metal cache** (p57). d8 = nature of the cache.
- ▶ 16+ = **No event**.

The Hamlet of Drigbolton

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(The numbers alongside the villagers' names may be used for random selection: d24.)

Cottages (p10)

- A** Home of **Lubbins the Woodcutter** (1) and his son, **Junior** (2).
- B** Home of **Headman Unwick** (3), his wife, **Gorgelle** (4), and their adult daughter, **Ponsefine** (5).
- C** Home of **Miglin the Goatkeeper** (6) and his teenage granddaughter, **Bea** (7).
- D** Home of **Griya the Crone** (8).
- E** Home of **Salt the Ploughman** (9) and his pregnant wife **Wegley** (10).
- F** Home of **Breag the Blacksmith** (11), his wife **Murnie** (12), and their 3 young sons.
- G** Home of **Yarrow the Baker** (13) and his idiot brother **Higg** (14).
- H** Home of **Sir Thomish the Knight** (15) and his wife **Branwena** (16).

I **The Church of St Gretchen** (p12). A 30' × 30', single-story, windowless structure of rough-hewn cedar boards with a conical roof. Religious types may notice the lack of a church graveyard.

Inside is an open, carpeted area facing a harshly illuminated altar with a carnelian likeness of St Gretchen— patron saint of goatherds and victims of battle. Jar after jar of wobbly, pink star-jelly now litter the floor in front of the idol.

The elderly **Pastor Gwyne** (17) lives in the church.

J **The Communal Barn** (p12). A large, one-roomed, wooden hall used for several purposes: shelter for the village goats during the cold months; the storage of grain and hay for the goats during said period; and now, under the sway of the manna-fever which sweeps the village, nightly dances.

Pourplish the Apprentice Goatherd (18), lodges in the rafters.

K **The Village Green** (p12). Lounging spot for jelly-drinking locals.

L **The Mill** (p13). Home of **Pagwash the Miller** (19), his wife **Milly** (20), and their infant daughter.

M **The King Deer (Tavern)** (p13). A small, cosy place, with stools enough for fifteen. Behind the bar, the horns of prize goats are displayed on dated wooden plaques.

Frey the Landlady (21), her second husband **Limber** (22), and Frey's two adult sons from her former marriage, **Wiggyl** (23) and **Brag** (24) live here and run the tavern.

Lodgings: Two private chambers on the upper floor are for rent (4sp per night), as are places in a shared room on the ground floor (15cp per night). Animals can be stabled and fed in the communal barn (1sp per night).

Vittles: Meals (porridge with goat curds, goat-meat pasty, forest greens and mushrooms, etc—all laced with star-jelly): 1d6sp. Mug of crabber: 8cp. Shot of einkorn moonshine: 2sp.

Happenings in Drigbolton (p14)

First day: Villagers gather at midnight to gaze giddily at the heavens.

Second day: Some villagers seemingly stay up all night, returning bleary-eyed to their beds at dawn.

Third day: Phantasmagoric visions of giant, ivy-crowned chickens roam the village at night. They emanate from the dreams of Higg (G).

Fourth day: Sir Thomish (H) stumbles upon the psychometric lobe (area 5) and returns to the village stricken with babbling madness.

Fifth day: The dead in the repast rooms rise from their resting places and wander the night, aiding in the search for star-metal.

Sixth day: The deceased **Hearth-Lairds** of the Oath House (area 3H) make their way to the village after dark to kidnap everyone present and press them into forced servitude.

Seventh day: The howlings of wolf-stags (area 8) are heard at night, filling any locals who have held onto a shred of sanity with dread.

Effects of Consuming Star-Jelly (p8)

First day: A giddy desire to gaze up into the sky at night.

Second day: A 50% chance of rising at night to wander through the wild woodlands in search of star-metal to take to the crater (area 1).

Third day: The dreams of those who remain asleep (50% chance) encroach upon the objective world in the form of phantasms which may be observed by any who are abroad.

Fourth day: Eyes glaze over with drifting, iridescent hues.

Fifth day: The flesh of the thighs and forearms begins to squirm and vibrate. In the evening, long, metallic-violet hairs emerge.

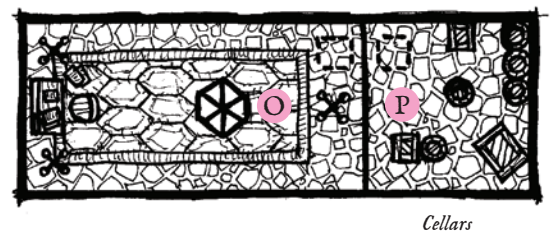
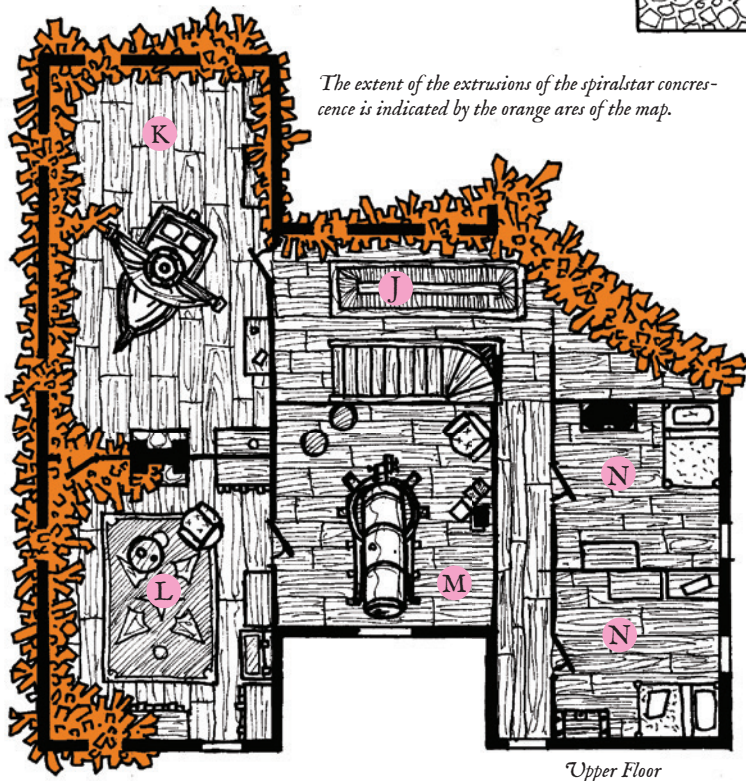
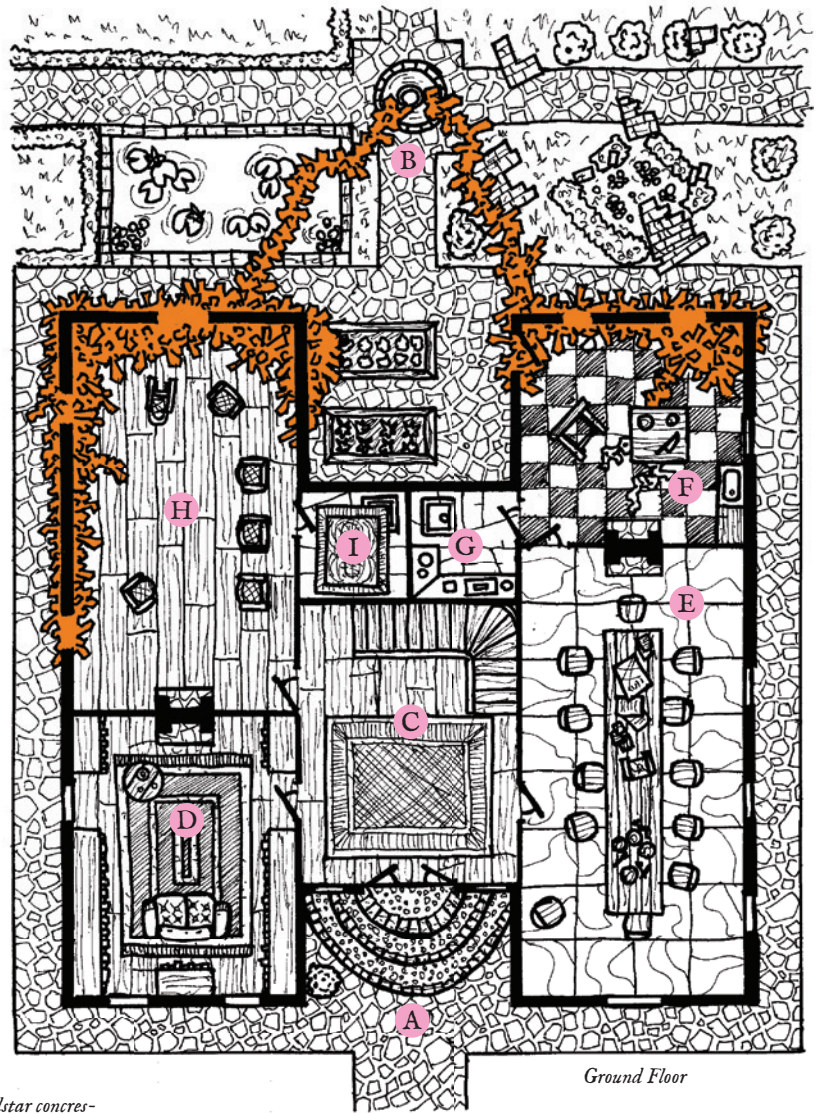
Sixth day: Rainbow-hued, feathery appendages sprout from the back.

Seventh day: Awake at midnight, transformed into rainbow-feathered angelic beings, drift off toward the core of **Wermuth** singing beautiful, wistful songs.

The Oath House

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- A** Entry (p23). Steps to porch, solid black doors.
- B** Gardens (p24). Spiralstar concrecence and statues.
- C** Hall (p27). Sombre and sparsely furnished.
- D** Study (p27). Books on more mundane topics.
- E** Dining Room (p27). Local map showing crash sites.
- F** Kitchen (p28). Animated meat monstrosity.
- G** Pantry (p29). Godfried Whelm, trapdoor to P.
- H** Oath Hall (p30). Hearth Laird, animated portraits.
- I** Store (p31). Carpet conceals trapdoor down to O.
- J** Hall (p31). Animated walls and glass-shard mice.
- K** Master Bedroom (p31). Animated clothes & bed.
- L** Library (p33). Animated stuffed animals.
- M** Star-Gazing Chamber (p34). Charts marking star.
- N** Guest Rooms (p34). Clean but unused.
- O** Secret Workshop (p34). Summoning ritual, tomes.
- P** Cellar (p35). Ale, wine, brandy, fermentation.



Spiralstar Extrusions (p22)

Glistening, amber, crystalline extrusions from the star-organ in B, crackling and keening in the breeze.

- Non-living matter in contact with the extrusions is endowed with a form of artificial life, becoming animate, aware, and possibly intelligent. (Return to normal after 24 hours.)
- Living matter comes under a time-nullifying effect similar to the *temporal stasis* spell. (Return to normal after 24 hours.)
- Fire disrupts the extrusions, causing them to crackle, blacken, and evaporate.
- Magical items which contact the extrusions are not in any way affected.