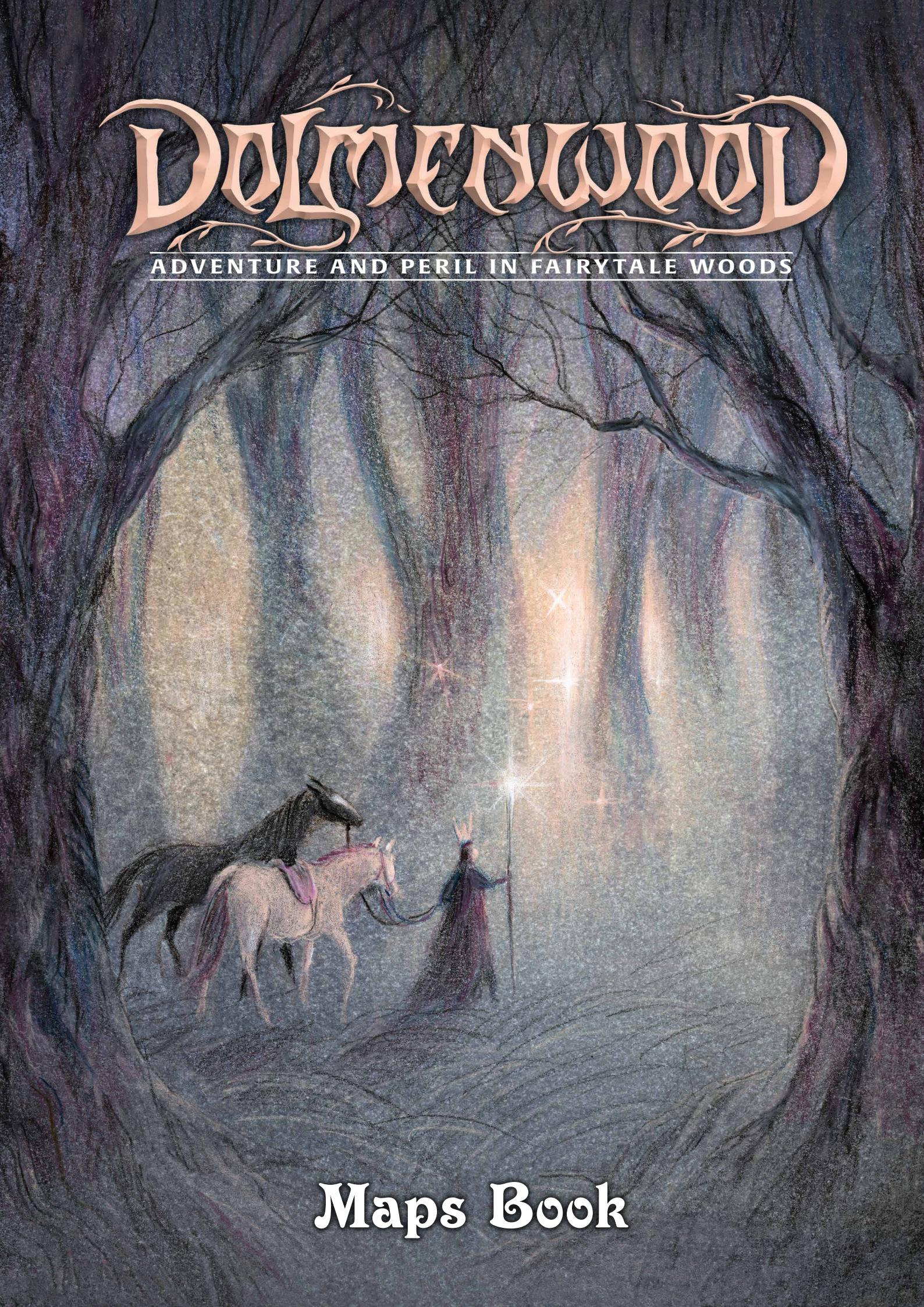


# DOLMENWOOD

ADVENTURE AND PERIL IN FAIRYTALE WOODS



## Maps Book



# Dolmenwood

## Maps Book

Version August 6, 2024



**Writing:** Gavin Norman. **Editing:** Noah Green, Brandes Stoddard. **Layout:** Gavin Norman. **Visual design:** Vasili Kaliman, Gavin Norman. **Cover art:** Ulla Thynell. **Back cover design:** Chandler Kennedy. **Art:** Alexis Descamps, Pauliina Hannuniemi, Jana Heidersdorf, Chris Huth, Tom Kilian, Arlin Ortiz, Kyle Patterson, Lizbeth Poirier, Rachel Quinlan, Frank Scacalossi, Ulla Thynell. **Dolmenwood player's map:** Jonathan Newell, coloured by Zach Kallas. **Dolmenwood map:** Glynn Seal. **Settlement maps:** Arlin Ortiz. **Dolmenwood logo:** Tim Hastings (Mindkillerink). **Faction, herb, and fungus icons:** Created by Freepik from [www.flaticon.com](http://www.flaticon.com).

Text and design © 2024 Necrotic Gnome. Dolmenwood® and all related characters and elements © 2024 Necrotic Gnome. All Rights Reserved.



# Table of Contents

## 4 MAPS OF DOLMENWOOD

Regions	6
Mortal Dominions	8
Major NPCs	10
Elevation	12
Wild Fungi and Herbs	14
Shrines	16
Ley Lines and Standing Stones	18
Wood Gods	20
Fairy Doors, Roads, and Dominions	22
Sources of Healing	24
Services	26
Treasure Hoards	28
Waterways and Bridges	30
Road Travel	32
Hex Travel	34
Hex Titles	36

## 39 SETTLEMENT MAPS

Blackeswell	40
Castle Brackenwold	42
Cobton-on-the-Shiver	44
Dreg and Shantywood Isle	46
Fort Vulgar	48
High-Hankle	50
Lankshorn	52
Meagre's Reach	54
Odd	56
Orbswallow	58
Prigwort	60
Woodcutters' Encampment	62



# Introduction

A cornucopia of cartographic delights for the edification of the Referee.

**T**he beautiful and informative double-page maps in this book provide an indispensable aid to the Referee running games in Dolmenwood. Ever wondered about the topography of the Wood and the locations of its highlands and lowlands? Or about the distribution of fungi and herbs throughout the Wood? Or how far it is from one settlement to the next when travelling by road? The maps in this book answer all these questions and many more.

## WHAT'S IN THIS BOOK?

### Part 1: Maps of Dolmenwood

Sixteen double-page maps of Dolmenwood in its entirety, each with different information overlays, from political regions, to topography, to lost shrines, to ley lines and standing stones.

### Part 2: Settlement Maps

Double-page maps of all twelve settlements detailed in the *Dolmenwood Campaign Book*. The maps are provided unlabelled, allowing players to pore over their lavish detail without risk of spoilers.

### Inside Covers

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

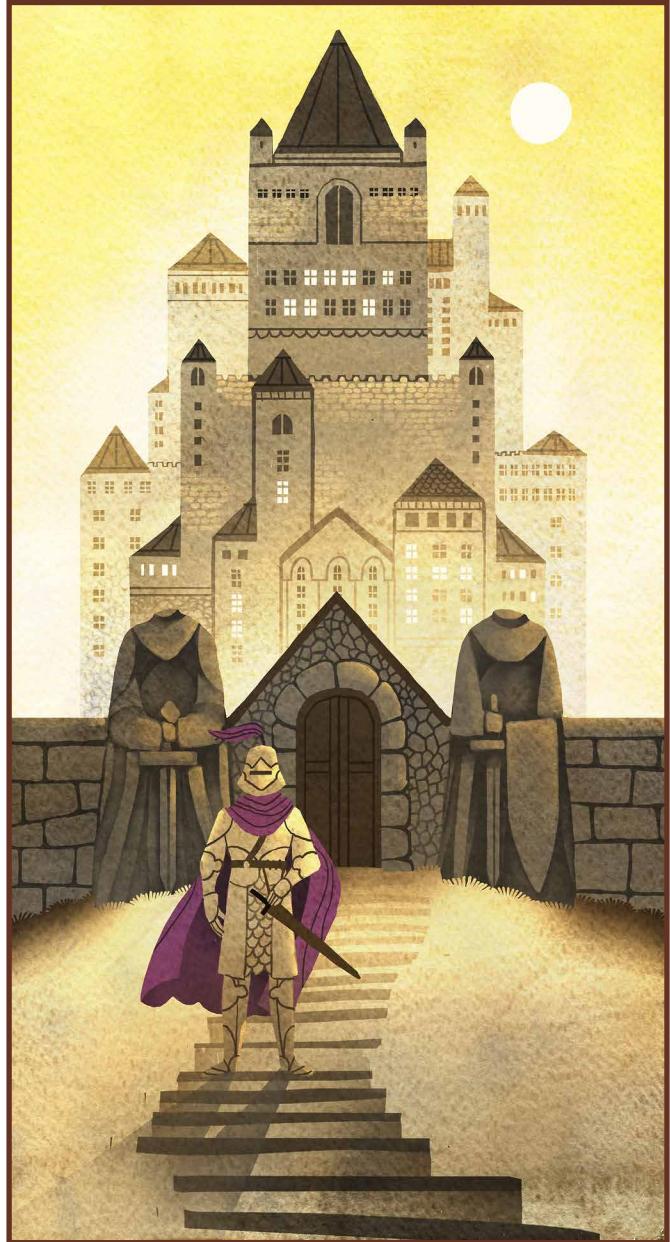
**Referee's map of Dolmenwood:** The Referee's hex map of Dolmenwood shows the terrain type of each numbered hex, in addition to settlements, keeps, ruins, roads, wayside lodgings, waterways, standing stones, and ley lines.

## REQUIRED BOOKS

**The Dolmenwood Player's Book:** The game's core rules, along with an introduction to the lore of Dolmenwood and the procedures for creating and equipping Player Characters.

**The Dolmenwood Campaign Book:** An exhaustive tome detailing the secrets and lore of Dolmenwood, for Referees who wish to run campaigns in the setting.

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



### Book Title Acronyms

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

**DPB:** The *Dolmenwood Player's Book*.

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

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



# Part One

# Maps of Dolmenwood



**W**here I'm from there are no maps. At least none that everyone agrees on. The lands of Fairy float on the winds of dream and imagination, where nothing is forever fixed. To mortals, this is a curious, beguiling, and confounding concept. For the folk of Fairy, the fixity and certainty of the mortal world are similar. It's intriguing and wondrous that exquisitely detailed maps of Dolmenwood can be drafted, shared, hoarded, and stolen. But there's a sense of unreality. Surely upon awakening one day, we shall find that Castle Brackenwold is situated in the ruined Table Downs, and that things have always been this way?"

—Shadow-of-Sorrow's-Lament, elf wanderer

## NORTHERN SCRATCH

Unclaimed and uninhabited. Windswept fens and bogland. **Denizens:** Bog corpses, madtoms, marsh lanterns, mugwudges, shadows, spectres.



## THE NAGWOOD

Tainted domain of Atanuwë. **Denizens:** Corrupt unicorns, crookhorns, evil treeweres, harpies, harridans, ogres, vampire bats.



## DWELM FURGH

Rocky highlands within the Witching Ring, Chell. **Denizens:** Antler wraiths, basilisks, Drunes, giant spiders, shadows, witches.



## HAG'S ADDLE

Festered swamp, shunned by all of sound mind. **Denizens:** Banshees, black tentacles, bog salamanders, galoshers, giant toads, the Hag.



## THE HIGH WOLD

Tangled woods and windswept plains. Ancestral breggle homeland. **Denizens:** Barrowbogeys, breggles, Drunes, witches, witch owls.

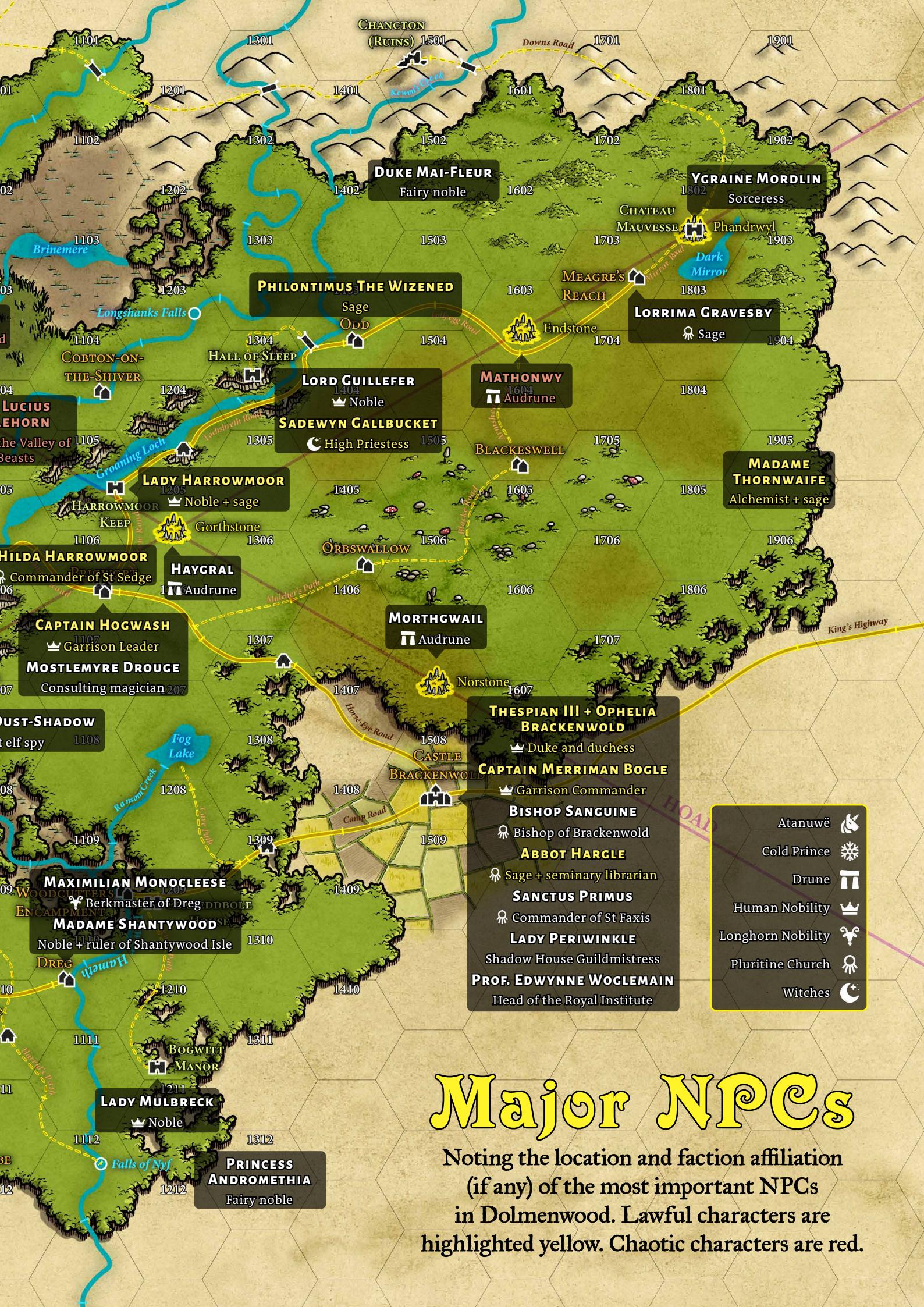


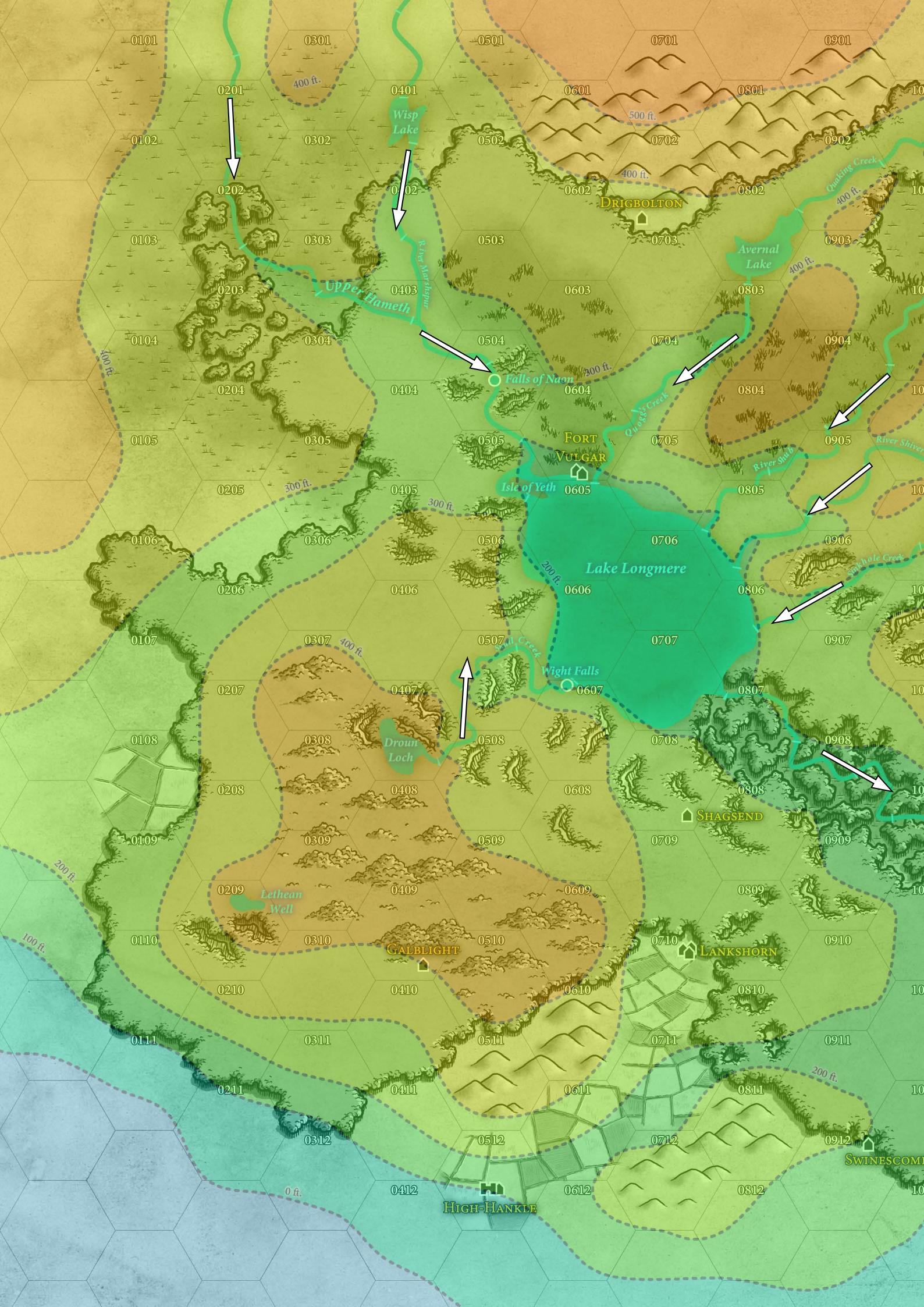


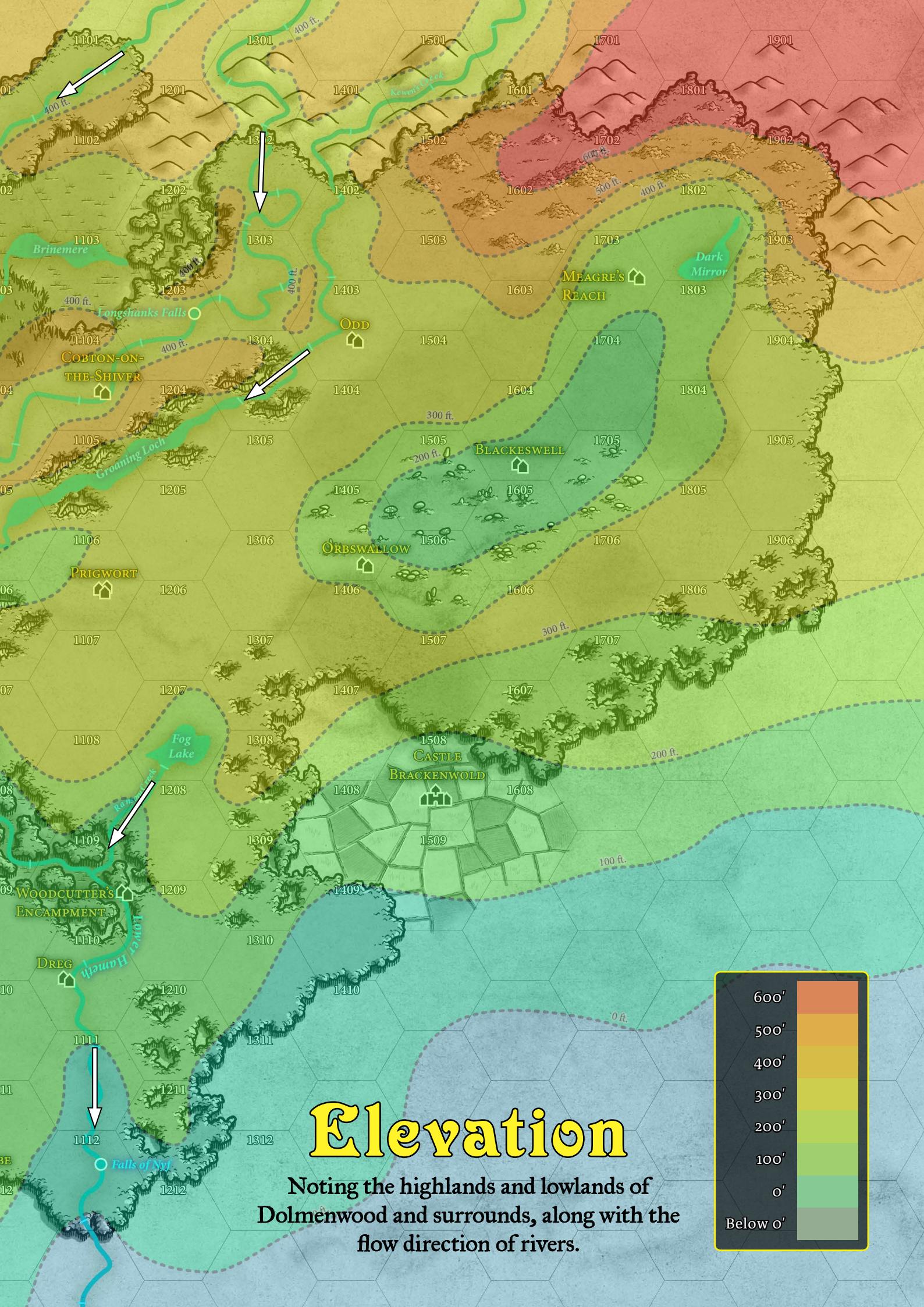
**NORTHERN BORDER OF THE  
DUCHY OF BRACKENWOLD**  
(Unclaimed wilderness beyond)



















# Shrines

Denoting the locations of all shrines, with the name of the venerated saint, the spell they can grant, and its Rank. Shrines in active use are highlighted yellow. All other shrines are lost.

## HOAD—BIRTHING

**Scent:** The feeling of having just awoken from a dream.

**Spells:** Saving Throws versus arcane spells of illusion and phantasm are made at a -2 penalty.

## SICKENING STONE

**YRTHSTONE (0502)**

*Cannibalise [3]*  
Guardian: Zarlac

## LAMM—WOE

**Scent:** The sensation of being observed by a pitiless malevolence.

**Spells:** Range of arcane spells of divination or detection increased by 50%.

## SIGIL (0304)

*Dweomerlight [2]*  
Guardian: Wargfole

## URUZZUR (0204)

*Water Breathing [3]*  
Guardian: Mestmord

## RED VORPAL MONOLITH

## BLUE VORPAL MONOLITH

## RADHD (0207)

*Geas [6]*  
Guardian: Grebglin

## ASCENSION STONE

## DRODH (0506)

*Hex Weaving [3]*  
Guardian: Rigmirth

## PILLAR OF AMBULE

## BAFFLESTONE (0907)

*Glyph of Locking [2]*  
Guardian: None

## CHELL—WITCHING RING

**Scent:** Balmy heat and biting cold.

**Spells:** Arcane spells of fire, cold, or lightning inflict 1 additional point of damage per die.

**Within the ring:** Frost elves banned. Fairies (not demi-fey) suffer spiritual malaise. Teleport/summoning: negated. Illusion/charm: 2-in-6 failure. (Drune magic functions normally.)

## GNARLGRUFF'S MONOLITH

**YWYR**

## THE PELLORYONS (0509)

*Invisible Stalker [6]*  
Guardian: Cadraigaunt

## TROTHSTONE

## NUNCLE-STONES

## GOLOKSTONE (0910)

*Arcane Eye [4]*  
Guardian: Aethogrym

## STARING STONES

## TWOLGSTONE

## YWYR—RAVENS

**Scent:** Distant moaning of the dead.  
**Spells:** Saving Throws versus arcane spells dealing with death or undeath are made at a -2 penalty.



# Ley Lines and Standing Stones

Noting the courses of the major ley lines and the nodal stones placed upon them. Nodals are highlighted yellow, and listed with the inscribed spell, its Rank, and the name of the stone's guardian. Lesser stones not associated with a ley line are white.





# Wood Gods

Denoting locations associated with the Wood Gods of Dolmenwood. Each Wood God is listed along with its aliases and aspects. Gwyrigons—the gods of the witches—are marked with a moon symbol.



## THE WHITE WAY

Side-roads to Lampwrack and Tallowspire.

GLAMMERING GATE

HUNTING GROUNDS

Duke Mai-Fleur

DUNGLE-CRACK

UNICORN GATE

ROSY GATE

Duke Who Cherishes Dreams

Access to Hypnagogia

Brinemere

Longshanks Falls

COBTON-ON-THE-SHIVER

Groaning Loch

THE YELLOW WOOD

Earl of Yellow

PRIGWORT

HARROW COOP

KNAPFOLK

WILLOW GATE

YELLING DOORS

To Whyforth

MIZZLE DOOR

## THE PRINCE'S ROAD

Side-roads to Ravenwild. Broken road; can only be entered at one end.

HOARY GATE

WOODCUTTER

ENCAMPMENT

DREG

Hammer

TOAD

WATER





# Sources of Healing

Notes locations where adventurers may find means of healing lost Hit Points, curing diseases, removing curses, raising the dead, and similar. Curse / magic removal is highlighted yellow, raising the dead is red.

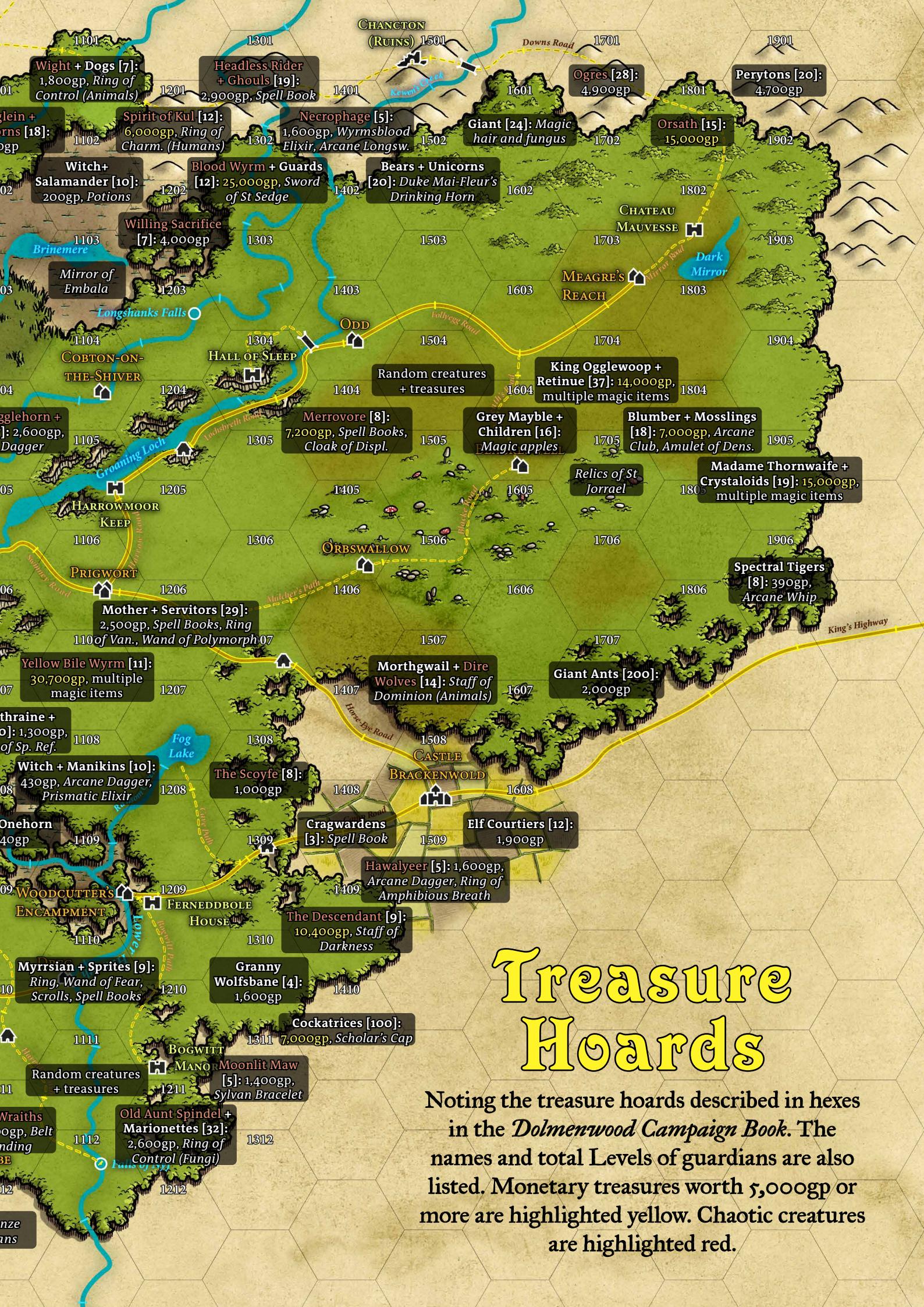




# Services

Noting the locations of various useful services throughout the Wood, including lodgings, taverns, sages, stores, and craftspeople. Sages are highlighted yellow, inns and taverns red.









# Waterways and Bridges

Describes the qualities of the major lakes and waterways in Dolmenwood, along with the names of the bridges that cross them.

## RIVER SHIVER

30'-120' wide. Rapid in north. Broadens and slows in south.

## BRINEMERE

Lifeless grey waters. Crusted with white salt crystals.

## RIVER SHUB

60' wide. Chaos-tainted. Foaming, languid, and putrid.

## GROANING LOCH

Cold, fathomless, unquiet. Whirlpools and kelpies.

## SINKHOLE CREEK

25' wide. Swirls at the base of a rocky cleft, 10'-40' deep.

## KEWEN'S CREEK

20' wide. Swirling and scintillating. Sandy beaches.

## THE DARK MIRROR

Black waters with twinkling stars. Enchanted clay banks.

## CHANCTON (RUINS)

1501

## Fentifey Bridge (derelict)

1201

## Shivering Bridge (derelict)

1302

## Wretching Bridge

1601

1901

## KEWEN'S CREEK

1502

1902

1801

1702

1602

1503

1403

1303

1203

1103

1003

0903

0803

0703

0603

0503

0403

0303

0203

0103

0003

0904

0804

0704

0604

0504

0404

0304

0204

0104

0004

0905

0805

0705

0605

0505

0405

0305

0205

0105

0005

0906

0806

0706

0606

0506

0406

0306

0206

0106

0006

0907

0807

0707

0607

0507

0407

0307

0207

0107

0007

0908

0808

0708

0608

0508

0408

0308

0208

0108

0008

0909

0809

0709

0609

0509

0409

0309

0209

0109

0009

0910

0810

0710

0610

0510

0410

0310

0210

0110

0010

0911

0811

0711

0611

0511

0411

0311

0211

0111

0011

0912

0812

0712

0612

0512

0412

0312

0212

0112

0012

## CHANCTON (RUINS)

1501

## Downs Road

1701

## Kewen's Creek

1601

## Wretching Bridge

1801

## 1702

## 1802

## 1902

## 1803

## 1903

## 1804

## 1904

## 1704

## 1604

## 1504

## 1404

## 1304

## 1204

## 1104

## 1004

## 0904

## 0804

## 0704

## 0604

## 0504

## 0404

## 0304

## 0204

## 0104

## 0004

## 0905

## 0805

## 0705

## 0605

## 0505

## 0405

## 0305

## 0205

## 0105

## 0005

## 0906

## 0806

## 0706

## 0606

## 0506

## 0406

## 0306

## 0206

## 0106

## 0006

## 0907

## 0807

## 0707

## 0607

## 0507

## 0407

## 0307

## 0207

## 0107

## 0007

## 0908

## 0808

## 0708

## 0608

## 0508

## 0408

## 0308

## 0208

## 0108

## 0008

## 0909

## 0809

## 0709

## 0609

## 0509

## 0409

## 0309

## 0209

## 0109

## 0009

## 0910

## 0810

## 0710

## 0610

## 0510

## 0410

## 0310

## 0210

## 0110

## 0010

## 0911

## 0811

## 0711

## 0611

## 0511

## 0411

## 0311

## 0211

## 0111

## 0011

## 0912

## 0812

## 0712

## 0612

## 0512

## 0412

## 0312

## 0212

## 0112

## 0012

## 0901

## 0801

## 0701

## 0601

## 0501

## 0401

## 0301

## 0201

## 0101

## 0001

## 1301

## 1401

## 1501

## 1601

## 1701

## 1801

## 1901

## 1001

## 1101

## 1201

## 1301

## 1401

## 1501

## 1601













# Hex Titles

Listing the titles of the 200 hexes described in the *Dolmenwood Campaign Book*. Settlements, manors, castles, and faction bases are highlighted yellow.



# Part Two

## Settlement Maps

**I**'ve been wandering Dolmenwood for nigh on four decades now, bedding down in ditches and lone-some dells, and in every town, hamlet, and wayside inn besides. Always a treat to have a mattress under yer back and a blanket on yer belly. And while I love the wild woods above all else, there's something to be said for being among folk from time to time, sipping a drink by the fire. The ale's not bad in Dreg, though a tad weak. Prigwort's the place to go for a nice woody spirit. But nothing beats a mug of Moon's Milk and a nice pouch of Buggler-Boot at the Sombre Lamb. Orbswallow, that's home to an old wayfarer."

—Glob, Mossling mushroom pedlar





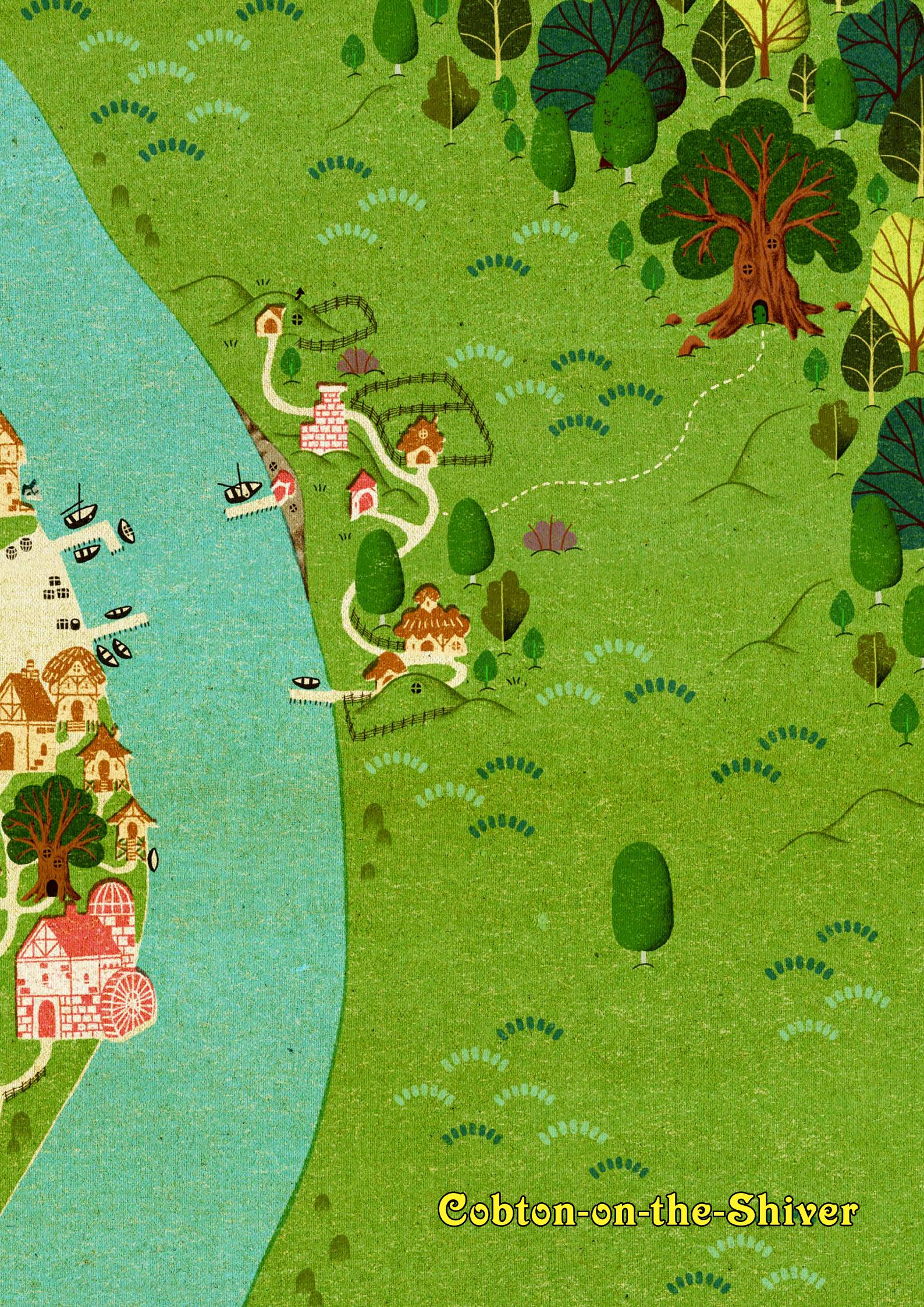
Blackeswell





# Castle Brackenwold





**Cobton-on-the-Shiver**





# Dreg and Shantywood Isle





Fort Vulgar





High-Hankle





Lankshorn





# Meagre's Reach





Odd





Orbswallow





Prigwort





# The Woodcutters' Encampment

# Credits

Who created what.

## ART

### Alexis Descamps

Art on page 7 © Alexis Descamps 2024.

### Greg Gorgonmilk

Noble house coats of arms © Necrotic Gnome 2024.

### Pauliina Hannuniemi

Art on page 4, 7, 38 © Pauliina Hannuniemi 2024. Art on page 3 © Necrotic Gnome 2024.

### Jana Heidersdorf

Art on page 6 © Necrotic Gnome 2024.

### Chris Huth

Art on page 1, 4, 39 © Chris Huth 2024. Art on page 8 © Necrotic Gnome 2024.

### Tom Kilian

Art on page 2, 6, 7 © Tom Kilian 2024.

### Jonathan Newell

Player's map of Dolmenwood © Necrotic Gnome 2024. (Coloured by Zach Kallus.)

### Arlin Ortiz

Settlement maps © 2024 Arlin Ortiz.

### Kyle Patterson

Art on page 6 © Necrotic Gnome 2024.

### Lizbeth Poirier

Art on page 7 © Necrotic Gnome 2024.

### Rachel Quinlan

Art on page 6, 7, 64 © Rachel Quinlan 2024.

### Frank Scacalossi

Art on page 8, 9 © Necrotic Gnome 2024.

### Glynn Seal

Referee's map of Dolmenwood © Necrotic Gnome 2024.

### Ulla Thynell

Cover illustration © 2024 Ulla Thynell.

## WRITING

### Gavin Norman

All content in this book.





# DOLMENWOOD

## ADVENTURE AND PERIL IN FAIRYTALE WOODS

A supplement for the Referee, providing a multitude of lavish maps of the beguiling realm of Dolmenwood.

**D**olmenwood is a weird fairy tale adventure game, conjuring the wonder, horror, whimsy, and strangeness of British folklore. Included in this book:

- **Domain maps**, indicating the regions, political divisions, and faction control of the Wood.
- **Foraging map**, noting the locations of all wild herbs and fungi.
- **Maps of lost secrets**, including shrines, standing stones, ley lines, fairy doors, and fairy roads.
- **Elevation map**, showing the highlands, lowlands, and water flow throughout Dolmenwood.
- **12 settlement maps**: beautiful maps of all twelve of the major settlements detailed in the *Dolmenwood Campaign Book*.
- **And more...** a total of 28 full-colour, double-page maps packed with information for running Dolmenwood campaigns.

Referees also need the Dolmenwood core books.

 **NECROTIC  
GNOME**

 **EXALTED  
FUNERAL**







