

DOLMENWOOD

ADVENTURE AND PERIL IN FAIRYTALE WOODS



Maps Book

DOLMENWOOD

Maps Book

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GNOME**



**EXALTED
FUNERAL**

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Introduction

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

The 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.



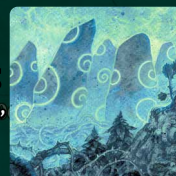
THE NAGWOOD

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



DWELMFURGH

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



HAG'S ADDLE

Festering 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, Drones, witches, witch owls.



THE TABLE DOWNS

Haunted hills beyond the northern border of Dolmenwood. **Denizens:** Banshees, deerlings, ghouls, harpies, perytons, spectres, wights, witches.



FEVER MARSH

Stagnant lowlands with remnants of ancient habitation. **Denizens:** Bestial centaurs, black tentacles, galoshers, giant leeches, phlegm wyrms.



THE VALLEY OF WISE BEASTS

Woodland valley ruled by Atanuwë. **Denizens:** Cobbins, crookhorns.



MULCHGROVE

Dank lowland of bogs and fungal forest. **Denizens:** Gelatinous hulks, monstrous fungi, mosslings, ochre slime-hulks, onyx blobs, redslobs.



ALDWEALD

Oft-travelled heartland and isolated eastern reaches. **Denizens:** Antler wraiths, elves, redcaps, sprites, sylvan centaurs, the Wild Hunt, woodgrues.



THE TITHELANDS

Civilised lands beyond the reach of Dolmenwood's weird. **Denizens:** Breggles, clerics, knights, merchants, pilgrims, sprites, villagers.



Regions

Denoting the eleven regions into which Dolmenwood is divided, along with some of the most commonly encountered denizens of each.

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

THE OATH
HOUSE

DR. GIBLTON

DERODAND
MANOR

HOUSE HARROWMOOR
Lady Theatrice Harrowmoor.
Harrowmoor Keep.
Vassal of Duke Thespian.



CHURCH LANDS
Bishop Jospher Sanguine.
Granted by the duchy.

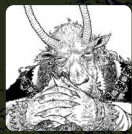


HOUSE MURKIN
Lord Simeone Murkin.
Kolstoke Keep.
Vassal of Baron Hogwarsh.



KOLSTOKE
KEEP

HOUSE RAMIUS
Lord Shadgore Ramius.
Castle Everdusk.
Vassal of Baron Hogwarsh.



GALBLIGHT

CASTLE
EVERDUSK

NODDING
CASTLE

HOUSE NODLOCK
Lord Harald Nodlock.
Nodding Castle.
Vassal of Baron Hogwarsh.



HOUSE MALBLEAT
Lord Gryphius Malbleat.
Redwraith Manor.
Vassal of Baron Hogwarsh.



SHAGSEND

REDWRAITH
MANOR

LANKSHORN

HOUSE HOGWARSH
Baron Sagewine Hogwarsh.
Castle Perigonne.
Vassal of Duke Thespian.



HIGH-HANKLE



HOUSE GUILLEFER

Lord Edwin Guillefer.
The Hall of Sleep.
Vassal of Duke Thespian.



HOUSE BRACKENWOLD

Duke Thespian III.
Duchess Ophelia.
Castle Brackenwold.



HOUSE MULBRECK

Lady Pulsephine Mulbreck.
Bogwitt Manor.
Vassal of Duke Thespian.



Mortal Dominions

The entire map—up to the marked northern border—falls under the rule of House Brackenwold. Vassal houses are noted with their coats of arms, the regions they rule, their domicile, and the names and portraits of their heads.



0101 0201 0301 SMERNE (RUINS) 0401 0501 0601 0701 0801 0901

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0103 0203 0303 0403 0503 0603 0703 0803 0903

0104 0204 0304 0404 0504 0604 0704 0804 0904

0105 0205 0305 0405 0505 0605 0705 0805 0905

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0155 0255 0355 0455 0555 0655 0755 0855 0955

0156 0256 0356 0456 0556 0656 0756 0856 0956

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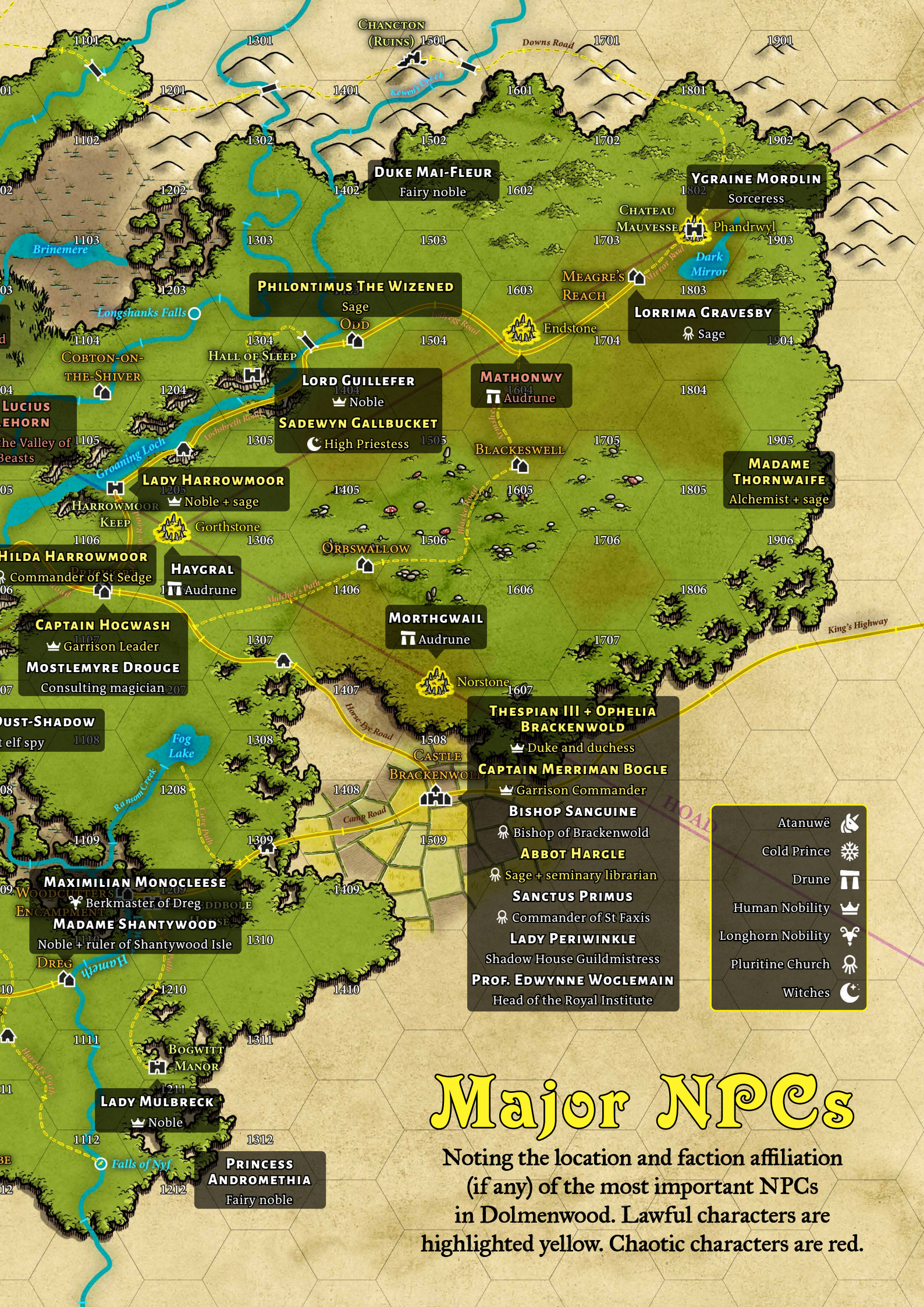
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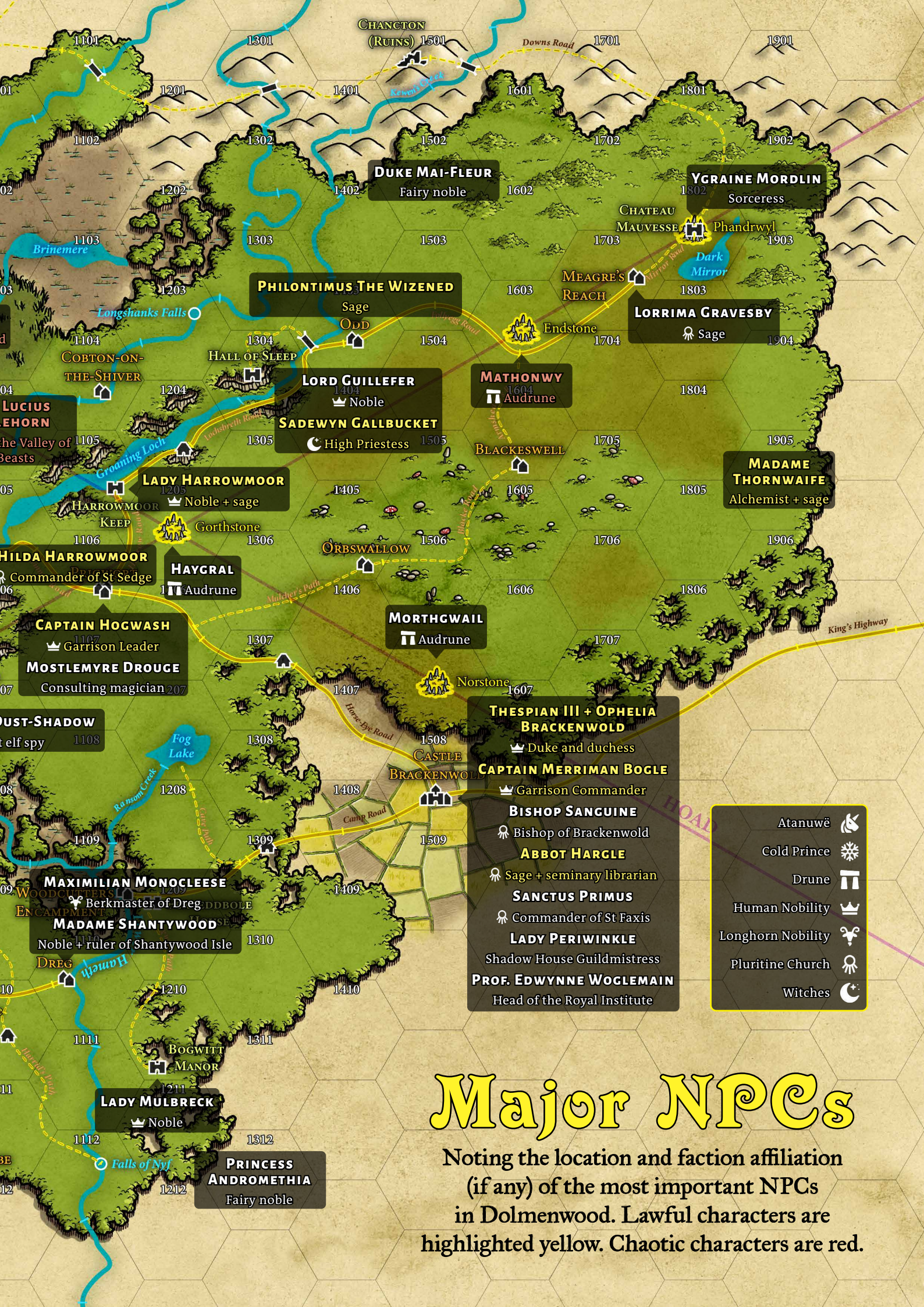
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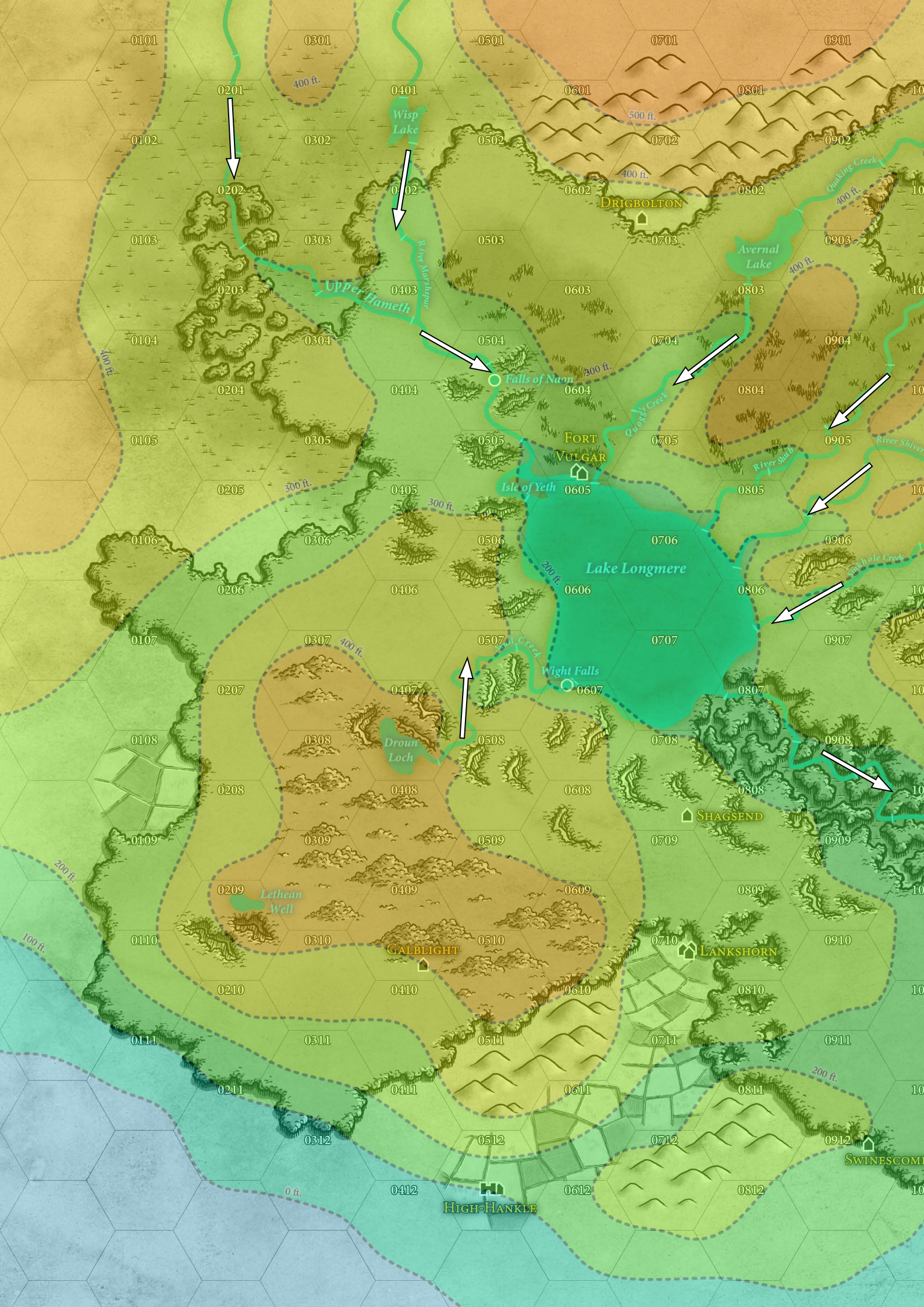
Major NPCs

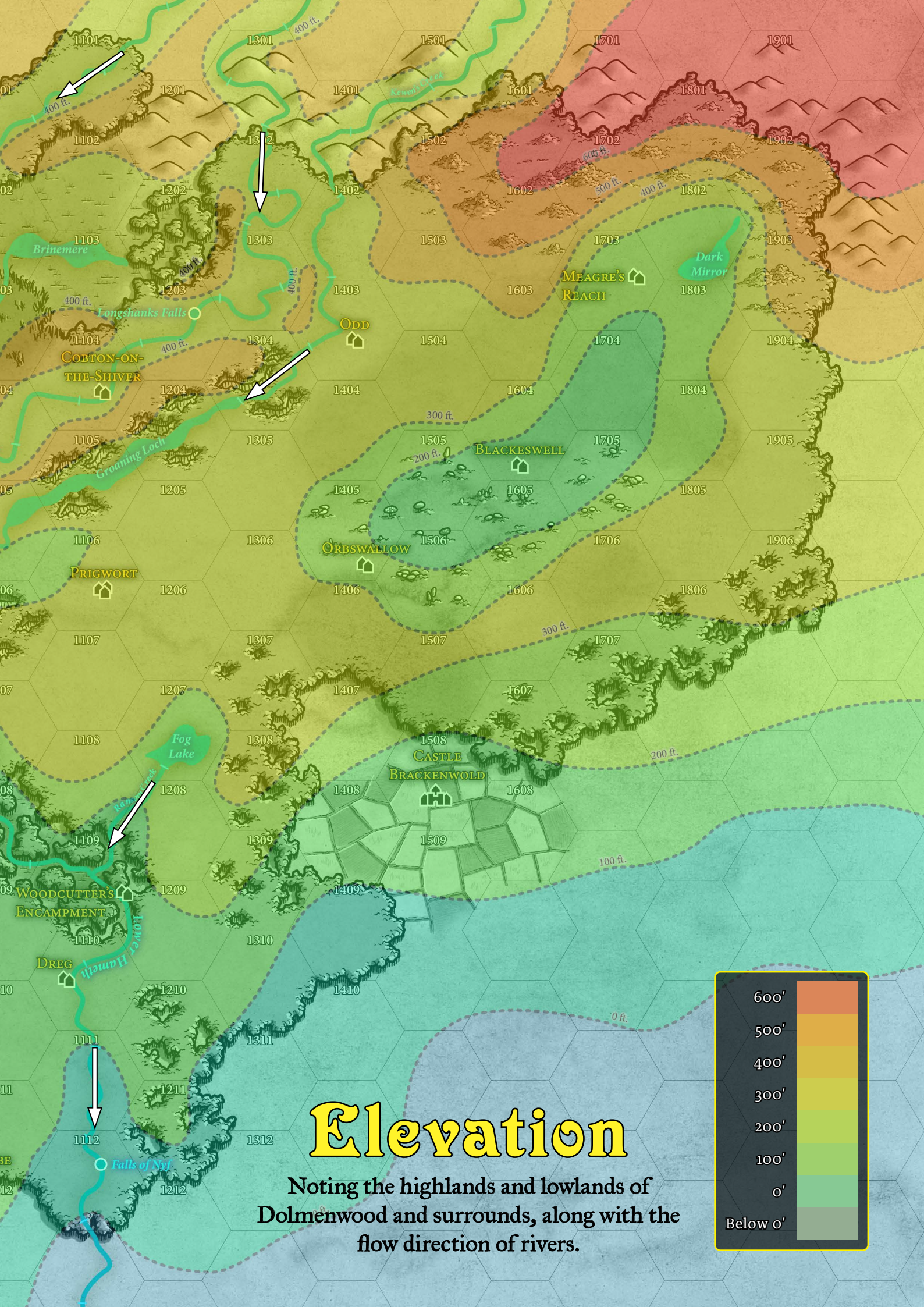
Noting the location and faction affiliation (if any) of the most important NPCs in Dolmenwood. Lawful characters are highlighted yellow. Chaotic characters are red.



CHANCYTON (RUINS) 1501	DUKE MAI-FLEUR Fairy noble	YGRAINE MORDLIN Sorceress
PHILONTIMUS THE WIZENED Sage	MEAGRE'S REACH Endstone	LORRIMA GRAVESBY Sage
LORD GUILLEFER Noble	MATHONWY Audrune	MADAME THORNWAIFE Alchemist + sage
SADEWYN GALLBUCKET High Priestess	BLACKESWELL	
LADY HARROWMOOR Noble + sage	MORTHGWAIL Audrune	
HILDA HARROWMOOR Commander of St Sedge	NORSTONE	
CAPTAIN HOGWASH Garrison Leader	THESPIAN III + OPHELIA BRACKENWOLD Duke and duchess	
MOSTLEMYRE DROUGE Consulting magician	CAPTAIN MERRIMAN BOGLE Garrison Commander	
DUST-SHADOW elf spy	BISHOP SANGUINE Bishop of Brackenwold	
MAXIMILIAN MONOCLEESE Berkmaster of Dreg	ABBOT HARGLE Sage + seminary librarian	
MADAME SHANTYWOOD Noble + ruler of Shantywood Isle	SANCTUS PRIMUS Commander of St Faxis	
LADY MULBRECK Noble	LADY PERIWINKLE Shadow House Guildmistress	
PRINCESS ANDROMETHIA Fairy noble	PROF. EDWYNNE WOGLEMAIN Head of the Royal Institute	

Atanuwē	☼
Cold Prince	❄
Drune	⚡
Human Nobility	👑
Longhorn Nobility	🐂
Pluristine Church	☪
Witches	☾





Elevation

Noting the highlands and lowlands of Dolmenwood and surrounds, along with the flow direction of rivers.





Wild Fungi and Herbs

Noting the locations of special fungi and herbs that can be found in the wild. Common species (*DPB*) are highlighted yellow. Rare species (*DCB*) are white. Mundane, edible species can be found anywhere and are not noted.





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

EEL (0503)

Dispel Magic [3]

Guardian: Morgodh

TENKYSTONE (0903)

Word of Doom [6]

Guardian: Jhaelloch

SARGSTONE (0904)

Dweomerfire [6]

Guardian: Atanuwë

URUZZUR (0204)

Water Breathing [3]

Guardian: Mestmord

HADRWYL (0804)

Oracle [6]

Guardian: Hermanach

RED VORPAL MONOLITH

BLUE VORPAL MONOLITH

DRODH (0506)

Hex Weaving [3]

Guardian: Rigmirth

PILLAR OF AMBULE

BAFFLESTONE (0907)

Glyph of Locking [2]

Guardian: None

RADHD (0207)

Geas [6]

Guardian: Grebglin

ASCENSION STONE

WILLINGSTONE

THE PELLORYONS (0509)

Invisible Stalker [6]

Guardian: Cadraigaunt

TROTHSTONE

NUNCLE-STONES

GOLOKSTONE (0910)

Arcane Eye [4]

Guardian: Aethogrym

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

STARING STONES

TWOLGSTONE

BRYDGI



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.

PHANDRWYL (1802)
No spell₃
Guardian: Ygraine

ORBSTONE
Speak With Dead [3]

ENDSTONE (1603)
Animate Dead [5]
Guardian: Mathonwy

GLARING PYLON

GORTHSTONE (1205)
Trap the Soul [6]
Guardian: Haygral

CRYSTAL SHARD

WEANING ARCH

GREY VORPAL MONOLITH

YELLOW VORPAL MONOLITH

NORSTONE (1507)
Dimension Door [4]
Guardian: Northgwal

ERLIGSTONE

LUNCHEON ARCH

KISSING STONE

PRISM

NG RING

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.



0301
SMERNE
(RUINS)

0702
THE OATH
HOUSE

0703
MIDGEWARROW
(RUINS)

0704
DERODAND

LADY HAEROTH (0704)

High Priestess (Ertta).

ERTTA (0505)

"The Devouring Mother".
Skies and winds. Drifts
disparately in the clouds.

AMBULE (0805)

Mutability of earth. Slumbers
beneath Prigmarinn Hill.

GHEILLOUGH (0606)

Purifying cycles of water.
Poisoned by Atanuwë.
Slumbers in the lakebed.
Dreams manifest Big Chook.

CELENIA (0806)

Queen of All
Witches (Hasturiel).

GRWITH (0608)

High Priestess (Limwdd).

CWRNUS

"The Green Man", formerly
"Kind of the Wood". Fecund
growth of moss and trees.
Poisoned by Atanuwë. Exists
disparately throughout the
plants of Dolmenwood.



ORSATH (1801)

Rocky hills and caves. Dwells in abandoned mine, twisted into a monster.

HOWAWI (1702)

Hunt and the hunted. Lingers in the shadows of the wild woods.

HILL OF HENLANN (1602)

Oracle of Hasturiel.

EMBALA (1204)

"Of the Husk". Cold depths of Groaning Loch. Slumbers comatose at the loch's base.

SADEWYN (1304)

High Priestess (Hasturiel).

HASTURIEL (1404)

"Thrice-Crowned". Fire and embers. Dwells in caverns deep beneath pylon.

YORGHAN (1305)

"The Stag Lord". Deer, hidden grottoes. Drifts astrally, manifests on new moons. Beheaded by Atanuwë.

BLOSQUOM (1405)

Local mossling deity. Myconom manifestation.

THE MYCONOM (1505)

Upper brain of the vast fungal intelligence.

LIMWDD (1006)

"The Quiet Brother". Fecund soil. Curled seed-like a mile below ground.

BOGWITT MANOR (1210)

Myconom infestation.

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 DEATH GLADES

Lady of Spring Unending

BUTTERCUP LANE

Side-roads to the Blossom Fields and the Gladding-Gloom.

THE NARROW WAY

Side-roads to the Gladding-Gloom and Goblinhold.

SKIPPING-A-DERRY

Side-roads to Absynthe, Catland, and Whyforth.

AVERNAL LAKE

Access to Everborne

EMERALD DOOR

PRINCE'S ROAD EXIT

HAG'S PORTAL

To Absynthe

LETHEAN DOOR

To Diuthurnia

TWICE-WREATHED DOOR

MOGGLE DOOR

KING PUSSKIN'S DOMAIN

King Pusskin

THE WHITE WAY

Side-roads to Lampwrack and Tallowspire.

GLAMMERING GATE

HUNTING GROUNDS

Duke Mai-Fleur

DUNGLE-CRACK

UNICORN GATE

ROSY GATE

MEAGRE'S REACH

THE DARK MIRROR

Duke Who Cherishes Dreams
Access to Hypnagogia

WILLOW GATE

THE YELLOW WOOD

Earl of Yellow

DUKE MAI-FLEUR'S ROAD

Side-roads to Diuthurnia and Ravenwild.

YELLOW DOORS

To Whyforth

MIZZLE DOOR

HOARY GATE

THE PRINCE'S ROAD

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

GREY KING'S BARROW

THE BLOSSOM FIELDS

Princess Andromethia

Fairy Doors, Roads, and Dominions

Denoting the locations in Dolmenwood that overlap with the timeless world of Fairy—the fairy roads, the fairy doors, and the mortal dominions of fairy nobles.





Healing spring:
Cures disease or
heals HP (Lawful)

Deidre Loam:
Remove curse

Worm-Mallow:
Removes poison

Duke Mai-Fleur:
Dispel magic

Shrine to St Primula:
Remove Curse

Ygraine: Remove
curse, dispel magic

Shrine to St Torphia:
Remove Poison

Silver pool: Heals HP
Sallow Parsley: Heal
+2 HP when resting

Church of St Lillibeth:
Lesser Healing
Lorrima Gravesby:
Healing

Fenob: Heal +1 HP
overnight

Sadewyn Gallbucket:
Remove curse

Toad's Hole: Herbalist
+ infirmary

Wyrmspittle's:
Herbalist

Hilda Harrowmoor:
Healing, remove curse

Mostlemyre Drouge:
Dispel magic

Milkers' huts: Buggler-
Boot (heals HP)
Blood Canker: Heals HP

Arrowhame: Save
vs magical disease

**Knobbled
Mandrake:** Regrow
lost appendage

Fungal slime:
Heals HP
Wallowmost: Save
vs fungal poison

Joab Elfwit:
Remove curse

Bishop Sanguine:
Raise dead
**Bishop Sanguine, Abbot
Hargle, Sanctus Primus:**
Healing, remove curse,
remove poison
**Lady Periwinkle,
Professor Woglemain:**
Dispel magic

Bragwen Hoad:
Remove curse

Frog statue: Cures
affliction

Church of St Wick:
Greater Healing
Ofteritch: Save vs
botanical poison

Brother Hogbeard:
Healing

Writhing Mandrake:
Prevents lycanthropy

Writhing Mandrake:
Prevents lycanthropy

Princess Andromethia:
Dispel magic

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.

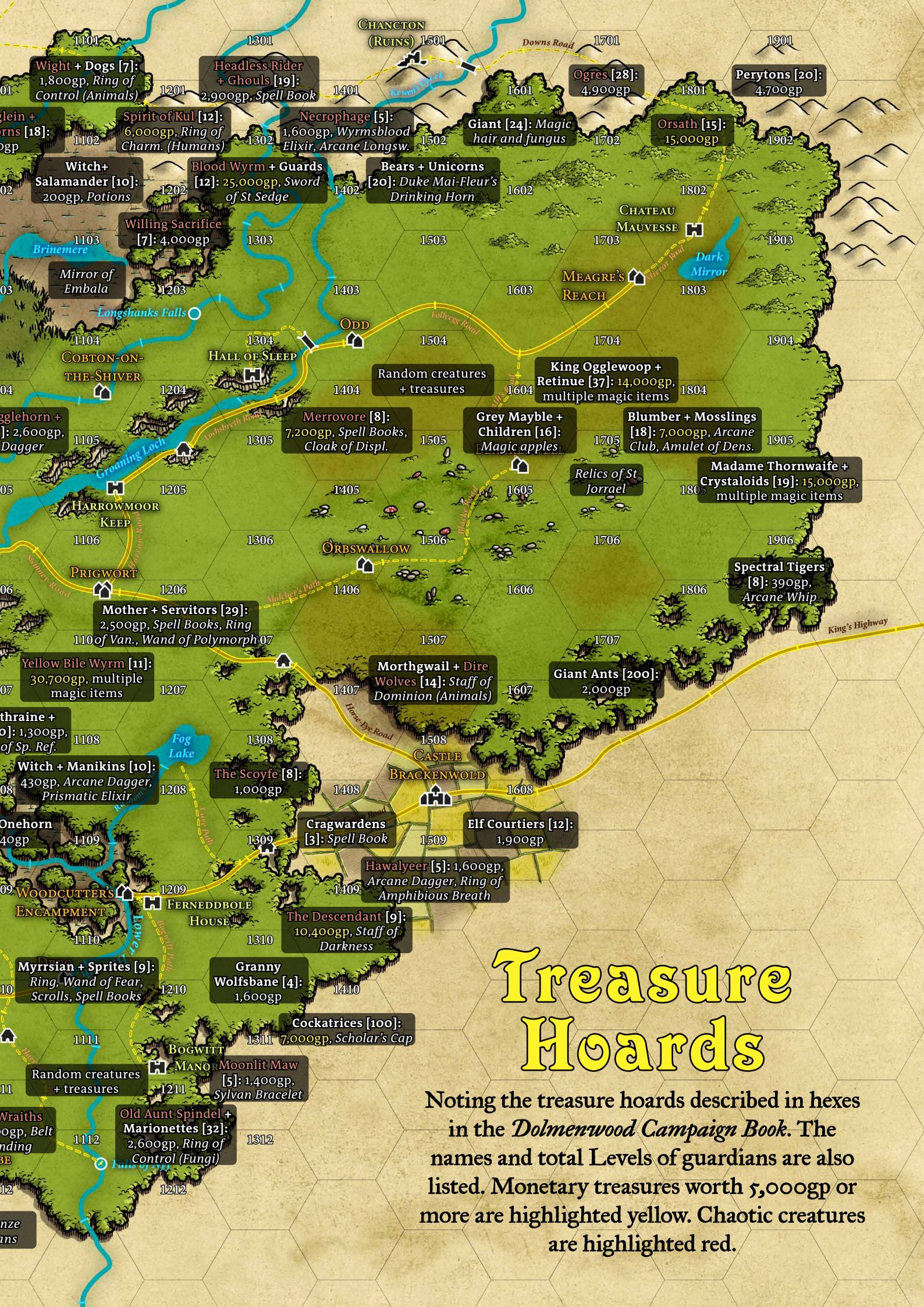




Services

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.





Treasure Hoards

Noting the treasure hoards described in hexes in the *Dolmenwood Campaign Book*. The names and total Levels of guardians are also listed. Monetary treasures worth 5,000gp or more are highlighted yellow. Chaotic creatures are highlighted red.



WISP LAKE
Shallow. Brackish yellow water. Wisps of mist dance.

QUAKING CREEK
25' wide. Placid and clear. Steep, overgrown banks.

RIVER MARSHSPUR
60' wide. Sluggish, silty. Sandy banks.

QUOGG'S CREEK
15' wide. Stinking and foetid. Steep, slippery banks.

RIVER HAMETH, UPPER
150' wide. Slow, gentle. Fed by a multitude of brooks.

AVERNALL LAKE
Placid, deep, and mysterious. Mist-shrouded.

LAKE LONGMERE
Corrupted by Atanuwe. Haunted by Big Chook.

SKULL CREEK
20' wide. Winding, cascading. Multitude of pools and falls.

DROUN LOCH
Dark waters seethe with phantoms. Pine-clad cliffs.

RIVER HAMETH, LOWER
80' wide. Rushing. Marshy banks. Widens to 400' at Dreg.

THE LETHEAN WELL
Enchanted waters. Steep crags, weeping willows.



Waterways and Bridges

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





Road Travel

Listing the names of roads and tracks, as well as the distances between major points along them. Each 3 miles travelled along a road or track costs 1 Travel Point. See *Travel* in the *Dolmenwood Player's Book*.





Hex Travel

Noting the terrain type, Travel Points to enter, and chance of getting lost / having random a encounter. Difficult terrain is highlighted red and light terrain is yellow. See *Travel* in the *Dolmenwood Player's Book*.





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 lonesome 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.

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Tom Kilian

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

Arlin Ortiz

Settlement maps © 2024 Arlin Ortiz.

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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.

Dolmenwood 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



Upper hameth

Wisp Lake

Northern Scratch

Quaking Creek

Avernall Lake

Falls of Naon

Fort Vulgar

Nagwood

Court of the Nag-Lord

Valley of Wise Beasts

Groaning Loch

Old Abbey

Redwraith Manor

hag's Addle

Lankshorn

The high Wold

high-hankle

Nodding Castle

Castle Eversdusk

Kolstoke Keep

Lake Longmere



Table Downs

Brinemere

Kewen's Creek

Chateau Mauvesse

Hall of Sleep

Meagre's Reach

Dark Mirror

Odd

Arrowmoor Keep

Prigwort

Blackswell

Fog Lake

Mulchgrove

Castle Brackenwold

Woodcutters' Encampment

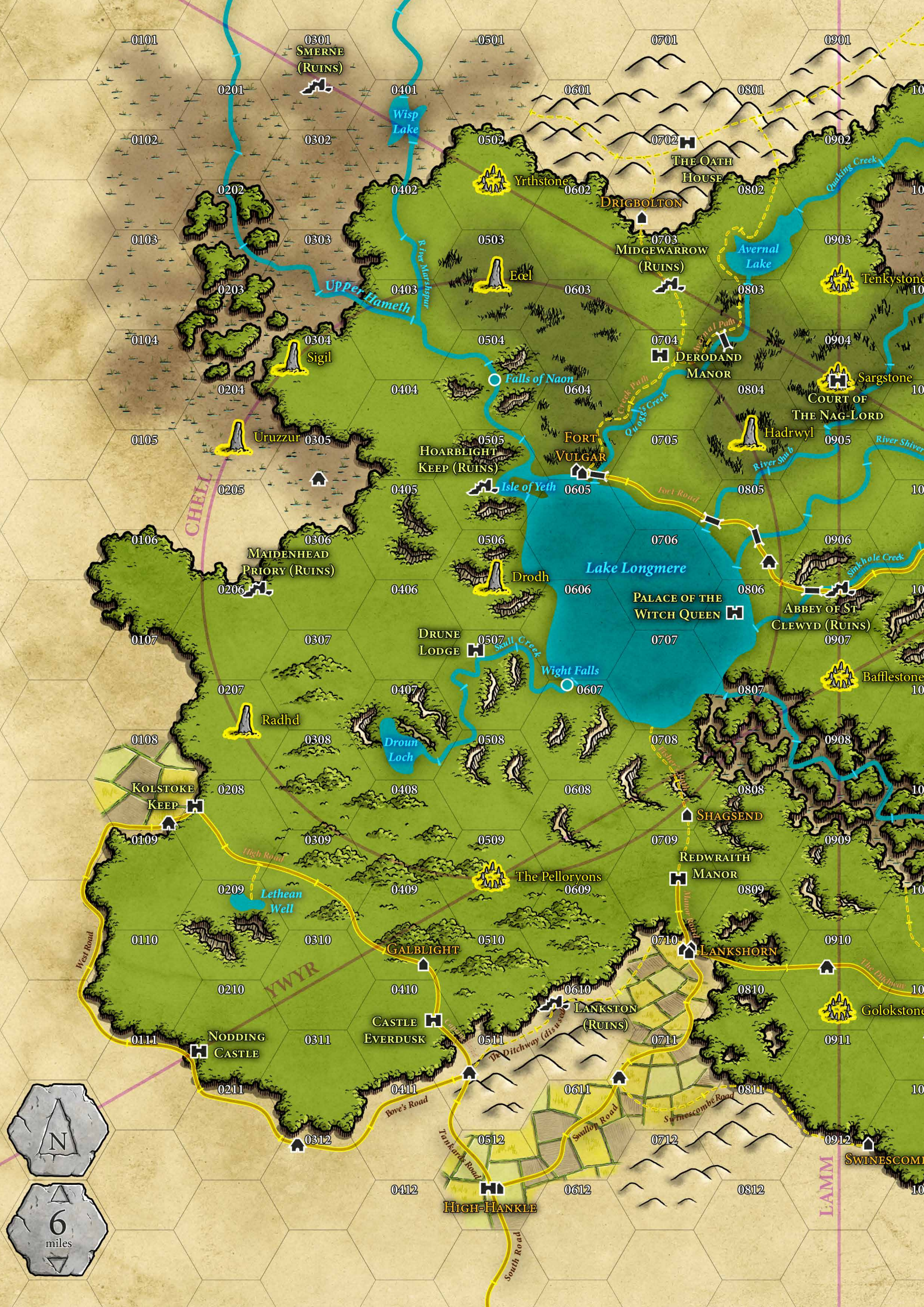
Dreg

Bogwitt Manor

Falls of Nyf

er hameth

DOLMENWOOD
in the Duchy of Brackenwold





CHANCTON
(RUINS)

Brinemere

Longshanks Falls

COBTON-ON-THE-SHIVER

HALL OF SLEEP

Groaning Loch

HARROWMOOR
KEEP

Gorthstone

PRIGWORT

ORBSWALLOW

BLACKESWELL

Norstone

CASTLE
BRACKENWOLD

WOODCUTTER'S
ENCAMPMENT

FERNEDDBOLE
HOUSE

DREG

BOGWITT
MANOR

Falls of Nyl

CHATEAU
MAUVESSE

Phandrwyl

MEAGRE'S
REACH

Endstone

Dark Mirror

HOAD

Stronghold

Wayside Lodging

Bridge

Ruin

Summerstone

Nodal Stone

River

Track

Road

Ley Line

Hamlet

Village

Small Town

Large Town

City

Hills

Meadow

Swamp

Forest,
Open

Forest,
Tangled

Bog

Forest,
Craggy

Forest,
Boggy

Farmland

Forest,
Hilly

Forest,
Thorny

Fungal
Forest