



DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO

Emelda's Song

By Scott Malthouse

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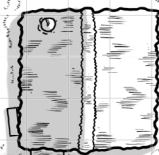
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1 Festival Field

2 Watch House



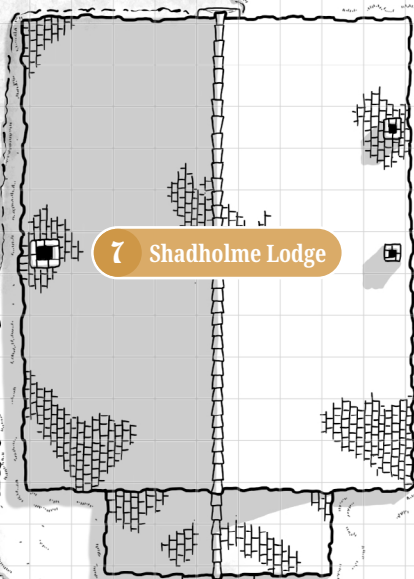
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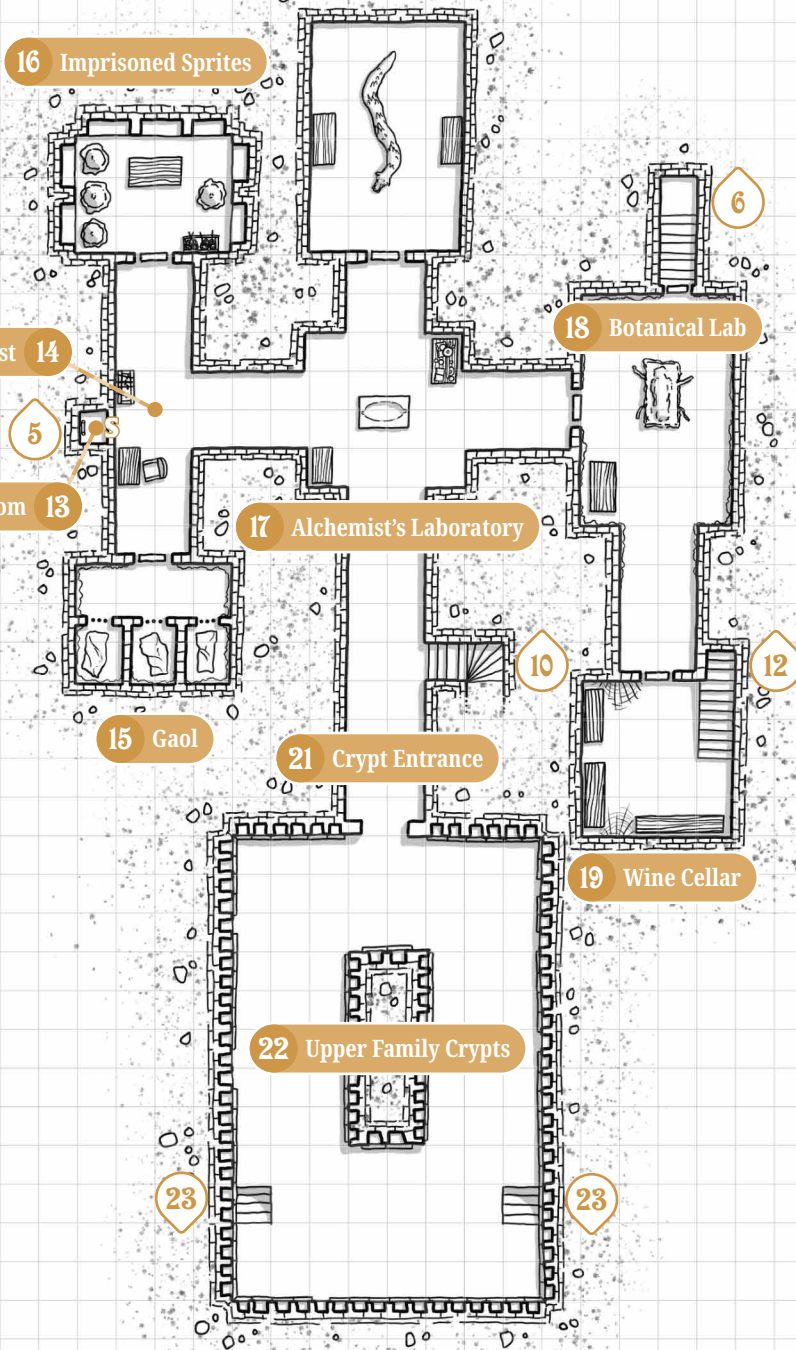
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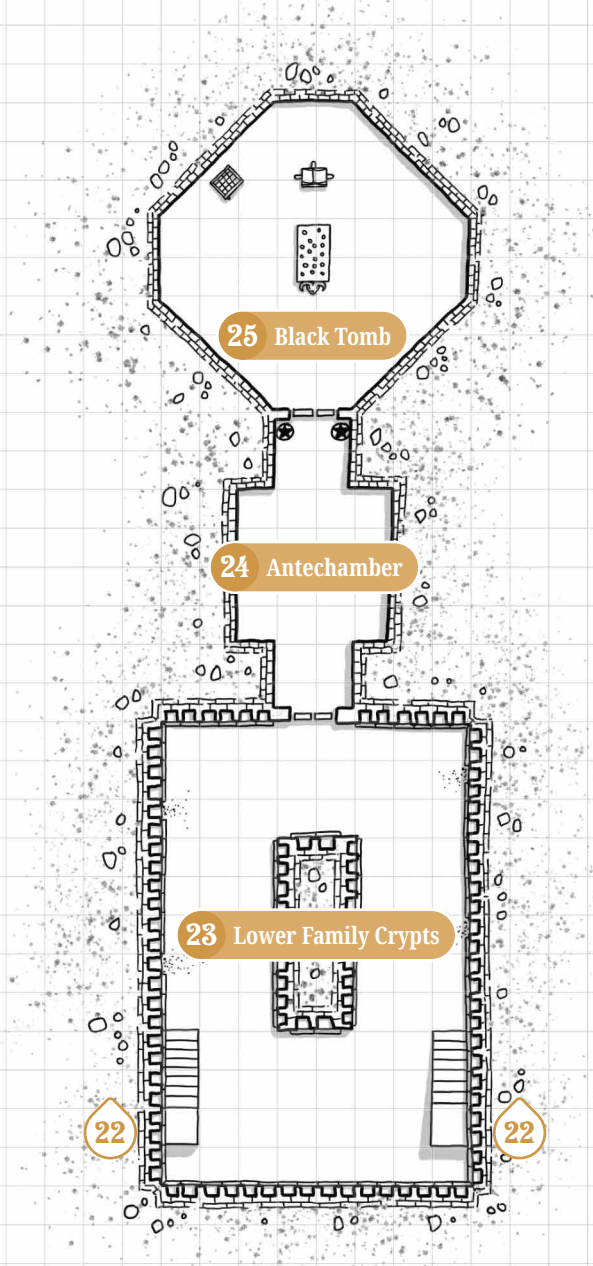
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Emelda's Song

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Writing: Scott Malthouse

Development and Editing: Noah Green, Gavin Norman, Rabbit Stoddard

Layout: Sascha Schnitzer

Cover Illustration: Mish Scott

Interior Illustrations: Tom Kilian

Cartography: Glynn Seal

Play Test Referees: Corey Farach, River Foster, Fionn Kusnir, Jack Robling

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Introduction

ABOUT THIS ADVENTURE

Emelda's Song is an adventure set in an ancient tomb complex of House Malbleat. An abducted local, Emelda, is imprisoned here, her wondrous song the key ingredient in an eldritch conspiracy that threatens the High Wold and possibly the Dolmenwood itself.

REQUIRED BOOKS

The Referee requires the Dolmenwood core books (*Player's Book*, *Campaign Book*, and *Monster Book*) to run this adventure. The following acronyms are used when referring to the core books:

DPB: The *Dolmenwood Player's Book*.

DCB: The *Dolmenwood Campaign Book*.

DMB: The *Dolmenwood Monster Book*.



CHARACTER LEVELS 2–4

This adventure is suitable for PCs of Level 2–4. A total of approximately 16,000gp worth of monetary treasure is present. Magic items are also listed with their gp value. Selling magic items for their full value is generally very difficult, and they do not grant XP (unless using the optional XP for magic items rule—see **Awarding XP**, *DCB*).

LOCATION AND CONNECTIONS

This adventure is set mainly at the **Shadholme** (hex 0709) and partly in the **settlement of Lankshorn** (*DCB*). Personages and plot lines introduced in **Longhorn Nobility** (*DCB*) and Lankshorn play a central role in this story, and this adventure frequently alludes to them.

Referee's Background

Lord Gryphius Malbleat

Ruler of one of the three major longhorn noble houses of Dolmenwood (see **Longhorn Nobility** faction, *DCB*).

Occult obsession: Malbleat dreams of unlocking the powers of his ancient ancestor—the legendary sorcerer Lord Gnarlgruff—to defeat his rival half-brother, Lord Shadgore Ramius (see **Longhorn Nobility**, *DCB*).

Lord Wrygott Gnarlgruff

The most powerful and revered longhorn of his day, practitioner of dark and awful magicks.

Noble ancestor: Gnarlgruff is the distant ancestor of Lords Malbleat and Ramius.

The Black Tomb: After his passing, the sorcerer was interred in the Black Tomb, in the depths of a breggle crypt complex (see **The Shadholme** and Area 25).

Restless spirit: Gnarlgruff's restless spirit lingers in the mortal world, bound to the ruins of his ancient laboratory (see hex 0110, *DCB*).

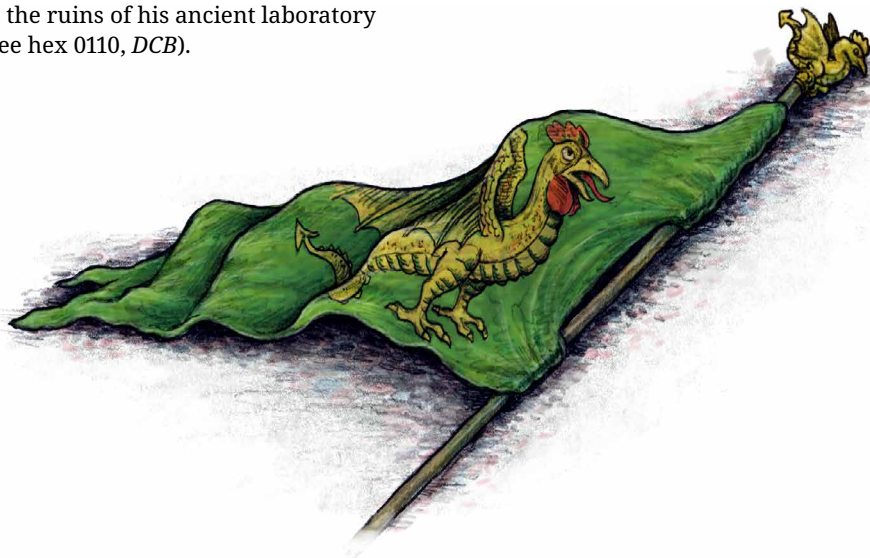
The Shadholme

In the southern reaches of hex 0709, the Malbleat family tomb complex—the Shadholme—nestles in the eaves of Dolmenwood, just beside the Manor Road.

Shadholme Lodge: A lodge marking the entrance to the tombs. Used for festivals (see **The Hlerribuck**), funerals, and other ceremonies. Unoccupied (though guarded) at other times. Includes a salon, dining hall, and kitchen.

Crypts and laboratories: Beneath the lodge lie the ancestral crypts of the Malbleat family. About a year ago, Malbleat converted some of the Shadholme's chambers into laboratories and quarters for Berryld Forlocke (Area 17), an unscrupulous alchemist in his employ. Her presence there is unknown to all but a few.

The Black Tomb: In the furthest reaches of the crypts lies the Black Tomb, housing the obsidian coffer of Lord Gnarlgruff.



A Necromantic Conspiracy

Malbleat's scheming has culminated in his foulest plan so far: to resurrect Gnarlgruff and bind him to service.

The *Book of Foul Wonders*: Malbleat has managed to obtain this lost tome (see Area 25). It contains a ritual that can bring a dead person back to life, even after centuries, bound to obey their resurrector.

The ritual text: Is written in Oggam, an ancient Caprice dialect and script. This tongue evades Malbleat, though it is understood by a handful of scholars in Dolmenwood.

Accompanying song: The ritual's spoken words must be accompanied by a song, sung by the most beautiful voice in the High Wold.

The enchanting potion: The singer must first imbibe a horrid concoction, brewed from gruesome ingredients (see Areas 16, 17, 18, and 20). The potion places the singer under the control of the ritual leader, and enchants their song with magical potency.

Preparations: Malbleat's alchemist Forlocke has spent the past month preparing the potion.

TIMING

PCs should be within a day's travel (about 4 hexes) of Lankshorn as the adventure commences. The Hlerribuck is already underway. When the PCs arrive in either hex 0709 or hex 0710, there are 2 days remaining in the festival. Should the Hlerribuck conclude without the players reaching the Black Tomb, the events described in **Gnarlgruff Rises** (p36) occur, unless PCs have intervened.

Kidnappings

Lankshorn vicar Father Dobey (see **Lankshorn** settlement, *DCB*), Malbleat's spy and lackey, was tasked with finding the singer and someone to translate the ritual text. 2 weeks ago, Dobey's ruffians kidnapped them, took them to the Shadholme (via the secret tunnel—Area 3), and imprisoned them there (see Area 15).

Emelda Wishorn: A beauty with a voice unlike any other. Frequently performs at The Hornstoat's Rest inn (see **Lankshorn** settlement, *DCB*), where she enchants the crowds with songs of love and despair.

Farnham Ribblemead: Retired scholar of ancient tongues and scripts (see **Lankshorn** settlement, *DCB*). Fluent in Oggam. Under torture and coercion, he has provided a Caprice transliteration of the ritual text.

Dobey's flight: Wracked with guilt and fear of betrayal, Dobey has since fled Lankshorn for parts unknown.

The Hlerribuck

Every year, Lord Malbleat hosts a festival on the Shadholme grounds, in commemoration of the life of Lord Gnarlgruff. The festival lasts several days, with a start date chosen by the Referee.

The festival: Games, feasting, drinking, dancing, devil goat races, and other revels are held on the Shadholme grounds. All citizens of the High Wold are welcome.

Shadholme Lodge: A more exclusive party is held inside the lodge itself. Only those on the guest list—usually nobility and gentry—may attend.

Festival climax: At the concluding procession, Malbleat plans to shock the world with a miraculously revived Gnarlgruff proclaiming Malbleat his true heir and rightful ruler of all breggle-kind.

Players' Background

COMMON KNOWLEDGE

Lord Malbleat

Head of one of the three great longhorn noble houses.

Cruelty: Malbleat is unloved by the folk of Lankshorn as a cruel and demanding ruler (see **Lankshorn** settlement, *DCB*).

Appearance and reputation: High Wold natives recognise Malbleat by sight, and are familiar with his reputation for fashionable dress, cultivated manner, and penchant for the occult.

Lord Gnarlgruff

Breggle and magician PCs know the following:

Mighty sorcerer: Gnarlgruff was a powerful necromancer.

Tomb: He was interred in the Black Tomb, beneath the Shadholme.



The Hlerribuck and Shadholme

High Wold natives are aware that the Hlerribuck is an important festival.

Location: The festival is held on the grounds of the Shadholme, the Malbleat family crypt complex.

Celebration: The festival honours the life of Lord Gnarlgruff, a Malbleat ancestor.

INVESTIGATION IN LANKSHORN

Use **Lankshorn** settlement (*DCB*) and these notes as PCs explore.

Festival Preparations

The town is abustle with visitors, entertainers, and goods-laden carts, on their way to and from the Hlerribuck.

Hotly anticipated: The Hlerribuck is truly the event of the season.

Details: Directions to the Shadholme.

Exclusive guests: All the “real fun” happens in the Shadholme Lodge.

Church of St Pastery

The church is empty.

Searching: Reveals a long strand of curly auburn hair (Emelda’s) sticking out from beneath a stone font.

Moving the font: Reveals a trapdoor with stairs leading down to a secret passage from the church to Area 3.

Vicarage

Bed unmade, drawers and cabinets open, appears to have been abandoned in a hurry.

Hornstoat’s Rest Inn

Landlady Margerie Stallowmade can be asked about:

Emelda: Lives around the corner. Regularly sings here but hasn’t for the past 2 weeks. Stallowmade hopes she turns up at the Hlerribuck; the town vicar, Father Dobey, had been encouraging her to perform there.

Father Dobey: A few weeks ago, Stallowmade overheard Dobey and her tenant, Farnham Ribblemead, discussing the Shadholme. They also have not been seen for 2 weeks.

Farnham Ribblemead: Margarie found an invitation in Ribblemead’s room—discarded and torn in half—to the exclusive Shadholme Lodge party of the Hlerribuck.

Emelda’s Home

A modest hovel near the Hornstoat’s Rest. Bed is unmade and a chair overturned.



LOCAL RUMOURS

- 1 The Shadholme is haunted by the ghosts of Malbleat’s ancestors. **True.**
- 2 Lord Malbleat makes frequent visits to Father Dobey, seeking spiritual guidance. **Partly true:** They discuss Malbleat’s schemes.
- 3 The Shadholme is enchanted. Trespassers are turned to dust. **False.**
- 4 The Shadholme is only open for festivals, but for the past year its kitchen staff have complained about having to work every day. **True.**
- 5 Lord Malbleat visits the Shadholme often; nobody knows why. **True.**
- 6 Lord Malbleat is entertaining a new human mistress at the Shadholme. **False.**
- 7 One night a few weeks ago, someone saw a group of unsavoury humans enter the church at night; Father Dobey let them in. **True.**
- 8 Lord Malbleat is horribly disfigured, and uses dark magic to hide this. **False.**

Hooks

THE DISTRAUGHT AUNT

In a High Wold settlement or wayside lodging, Emelda's aunt and guardian, Evangeline, comes before the PCs in an agitated, desperate state.

She tells them her niece Emelda has been missing for 2 weeks, and offers a family heirloom—a “fairy magic rope” (actually a *Rope of Climbing*)—as a reward for finding the young woman. She also mentions Emelda's pastime of singing at The Hornstoat's Rest inn (see **Lankshorn** settlement, DCB).

THE SPYMASTER

In any High Wold location, the PCs are approached by a soft-spoken, hooded shorthorn who calls himself Clopnott. He says (truthfully) he is Lord Ramius's “collector of secrets”.

Clopnott wants “intrepid outsiders” to infiltrate the Shadholme during the Hlerribuck and investigate strange goings-on at the tomb complex. He says his spies have witnessed soldiers regularly bringing wheelbarrows of strange alchemical mixtures to the Shadholme Lodge, and have intelligence indicating they are somehow related to the Hlerribuck, currently underway. Possibly also related are the recent disappearances of several Lankshorners.

Clopnott offers 1,500gp for proof of anything untoward happening. His agents within Malbleat's court add the PCs to the lodge party guest list, using aliases and identities as wealthy grain merchants from the south. He says he will find the PCs after the mission.



THE DRUNE

While travelling the roads of the High Wold, the PCs suddenly notice mysterious figures—3 Drune cottagers (*DMB*)—striding alongside them.

They say the Drune will pay the PCs 2,000gp to thwart a dangerous, arcane ritual that is to be held in the Shadholme during the Hlerribuck festival, and to steal the “black tome” central to the ritual. The Drune know of the ritual through omens, but provide no further information. (In truth, the Drune wish to prevent the resurrection of Lord Gnarlgruff, an old enemy of theirs, and take his *Book of Foul Wonders*.)

The Hlerribuck is already underway, so time is of the essence. Through means unknown, the Drune have added aliases for the PCs to the lodge party's guest list. The PCs are to meet the Drune in Lankshorn upon the mission's completion.

Breggles

A number of breggles of various kinds may be encountered in this adventure. The stat blocks below are referred to from the adventure areas where they are encountered.

LONGHORNS

Around 6' tall, with spiralled horns up to 16" in length. Knights, nobles, and moneyed guests.

Gaze (once a day per target): The gaze of a longhorn has the power to charm humans and shorthorns into obeisance. A target that fails a **Save Versus Spell** comes under the longhorn's sway and is unable to harm them (directly or indirectly) until the next sunrise. The holy spell *Mantle of Protection* counters a longhorn's gaze.

Knights

Clad in spotless, gleaming plate mail, and green and yellow surcoats displaying Malbleat heraldry. Some are mounted while patrolling outdoors.

MD. MORTAL | SENTIENT | ANY ALIGNMENT

Level 5 AC 16 HP 5d8 (22) Saves D10 R11 H12 B13 S14 Att Weapon (+4) or horns (+4, 1d4+1) or gaze (obeisance) Speed 20 Morale 9 XP 260

Weapons: Longswords (1d8) when on foot, lances (1d6) when mounted.

Gentry

Dressed in opulent raiment of velvet, silk, brocade, and fur. Some are in the green and yellow of House Malbleat, while others wear more neutral tones.

MD. MORTAL | SENTIENT | ANY ALIGNMENT

Level 5 AC 11 HP 5d8 (22) Saves D10 R11 H12 B13 S14 Att Dagger (+4, 1d4) or horns (+4, 1d4+1) or gaze (obeisance) Speed 40 Morale 9 XP 260

SHORTHORNS

Around 5½' tall, with small nub-horns no longer than an inch. Soldiers, festival-goers, household staff, underlings.

Soldiers

Clad in leather armour with steel pauldrons, and green and yellow tabards displaying Malbleat heraldry.

MD. MORTAL | SENTIENT | ANY ALIGNMENT

Level 1 AC 13 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att Shortsword (+0, 1d6) or horns (+0, 1d4) Speed 30 Morale 7 (8 with a longhorn) XP 10

Staff

Wear the livery of House Malbleat service: uniforms in muted, unobtrusive shades of green and yellow.

MD. MORTAL | SENTIENT | ANY ALIGNMENT

Level 1 AC 11 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att Horns (+0, 1d4) Speed 40 Morale 7 (8 with a longhorn) XP 10

Shadholme Grounds

RANDOM EVENTS (1-in-6 Chance Every Turn)

- 1 A **woodgrue fortune teller** informs PCs in a dramatic tone, that “the living are imprisoned, and the dead go free” in the Shadholme crypts.
- 2 A **hand puppet theatre** features a slapstick satire of longhorn nobility, with Ramius, Malbleat, and Murkin all portrayed as dim and excessively flatulent.
- 3 **2 longhorn knights** and **5 shorthorn soldiers** patrol nearby.
- 4 A **festival game** where a 1sp fee allows PCs to hurl a rotten fruit at a drunken human dressed up as a Drune.
- 5 A **mob of breggle and human children** jostle among the PCs, attempting to pick their pockets (treat as Level 1 thieves, make **Legerdemain Checks**).
- 6 A **troupe of breggle and human actors** perform a passion play re-enacting the martyrdom of Hraigl (see **History, DCB**).
- 7 **3 shorthorns**, quite inebriated, attempt to pick a fight with the party.
- 8 A **human fire eater** and a **breggle knife juggler** work the crowd together.



1 FESTIVAL FIELD

Verdant meadow (patches of wild flowers). **The eaves of Dolmenwood** (loom mysteriously around clearing).

Festival

Hordes of revellers (breggles, humans, demi-fey). **Raucous merriment** (singing, dancing). **Eating and drinking excessively** (at tables, benches, blankets). **Festival games** (and other sundry diversions). **Tents and pavilions** (brightly coloured). **Rows of carriages** (await elite attendees inside the Shadholme Lodge).

Activities: Dances, games of chance, feasts, theatrical performances, gambling, spectator sports. Jugglers, clowns, and other circus performers entertain the crowds. Of particular note are devil goat (*DMB*) races, in which flamboyantly clad longhorn nobles ride their beasts in fast-paced and often injurious competition on a muddy track.

Food and drink: Poor food and common food (see **Lodgings and Food**, *DPB*) are available for sale at concessions. Common beverages are randomly available (see **Beverages**, *DPB*), sometimes proffered for free.

Music: A cavalcade of breggle and human musicians play ballads that range from solemn to raunchy to loudly appreciative crowds. Bard PCs may be encouraged by revellers to perform.

Security: Malbleat's soldiers and knights from the **Shadholme Watch House** (Area 2) patrol and keep order.



2 WATCH HOUSE

Single-storey bastion (with parapet roof). **Limestone blocks** (solid).

Barred windows (shiny, recently installed). **Heavy oaken door** (iron-bound). **Flapping banner** (Malbleat crest). **Grazing horses** (in adjoining paddock). **Wooden racks** (weapons).

10 Shorthorn Soldiers

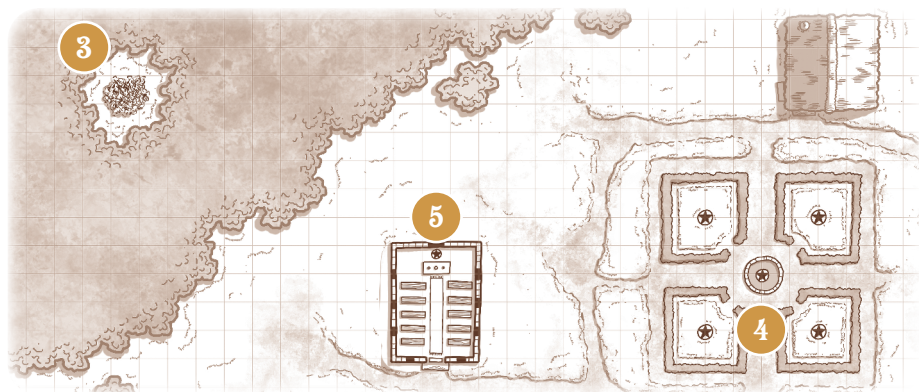
Permanent garrison guarding the Shadholme.

Stats: Shorthorn Soldiers, p9. HP 2, 2, 4, 5, 5, 6, 7, 8.

4 Longhorn Knights

Here to monitor activities and keep order, but are not above partaking in the festivities. Their moods range from grave and dutiful to ribald and inebriated.

Stats: Longhorn Knights, p9. HP 17, 21, 22, 25.



3 LANKSHORN TUNNEL MOUTH

Quiet glade (ringed with oaks). **Pile of leaves and branches** (looks swept up). **Footprints** (signs of passage to Area 1).

Clearing the pile: Reveals a trapdoor. Beneath is a wooden ladder descending to a tunnel.

Following the tunnel: The dirt walls are damp and riddled with gnarled roots. The tunnel heads south for about 1 mile.

Other end: A short flight of stairs leading up to a hidden trapdoor in the Church of St Pastery (see **Lankshorn** settlement, *DCB*).

4 MEMORIAL GARDENS

Parterre garden (simple 2×2 grid of equally sized flower beds). **Calm, serene pool** (at centre). **Longhorn statues** (solemn poses, one at centre of each corner patch, and one in pool).

Examining the flower beds: Lush, meticulously arranged beds of green hellebore and yellow daffodils.

Examining the statues: The pool statue is of Hraigl, the legendary breggle matriarch and progenitor (see **History**, *DCB*). She gazes solemnly southward towards the lodge. The others are the breggle hero Ghrygaile (see **Religion**, *DPB*) and notable Malbleat ancestors (Lady Myrghrid, Lady Llenedra, and Lord Gnarlgruff).

Party Guests

1d6 guests from the lodge eschew the exclusive revels there and walk the garden paths in contemplation. Roll on the **Guests** table (p17).

Festival-Goers

1d10 common folk from the festival wander about, admiring the statues. They speak in whispers to avoid angering the guards.

3 Shorthorn Guards

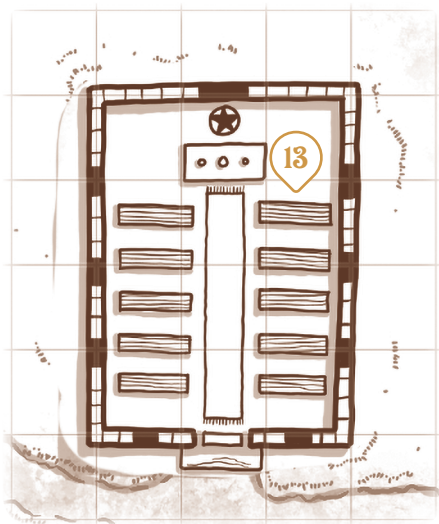
Keep order and preserve the solemnity and decorum of the garden.

Stats: Shorthorn Soldiers, p9. HP 3, 5, 6.

5 MEMORIAL CHAPEL

Austere, elegant church (marble and fine woodwork). **Pointed arch doors** (oak, unlocked). **Small Chapes symbol** (above doors, with inscription beneath).

Inscription: “Shent Hlerr—Hlerr Shent”—Caprice for “The Saints are Our Ancestors; Our Ancestors are Saints”.



INTERIOR

Spartan pews (fine walnut, dusty). **Aisle runner rug** (red wool, uncreased). **Saintly statue** (overlooks from dais). **Marble altar** (bare, visibly cobwebbed, in front of statue).

Searching beneath the pews: For 1d3 Turns reveals a bronze key (see **Examining the altar**).

Examining the statue: Human male with a bland and benevolent expression and somewhat exaggerated features. Does not resemble any known saint.

Examining the altar: Reveals a keyhole on the back side of it. If unlocked with the bronze key, a mechanism releases a catch within the altar. The altar can then be slid sideways. Beneath is a shaft with steel climbing rungs, descending 20' to Area 13.

Origins: A past Malbleat built the chapel for the political purpose of displaying a symbolic Church presence at the tombs. As a private joke, he added this secret entrance to the catacombs below. The entrance is unknown even to Lord Malbleat.



6 GROUNDSMAN'S COTTAGE

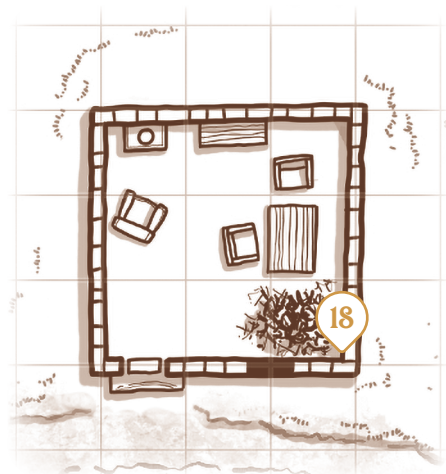
Homely, thatch-roofed hovel (nestled beneath forest eaves). **Single, round window** (facing southward). **Moss-tinted stovepipe** (extends from roof). **Heavy, squeaky door** (unlocked). **Shallow storage locker** (leans crookedly against cottage).

Searching the locker: Has a 1-in-3 chance of alerting Panky (see **Interior**). Reveals an iron key (to the trapdoor—see **Interior**) buried amongst muddy gardening implements.

INTERIOR

Diminutive, cluttered (low-ceilinged). **Metal stove** (teapot on top, pipe extends through ceiling). **Rudimentary table** (wooden, 2 chairs). **Overstuffed armchair** (comfy, faded, frayed upholstery). **Crudely carved cabinet** (plain crockery, food staples). **Pile of straw** (ripe odour).

Under the straw pile: A padlocked trapdoor (key in locker outside). Opening it reveals a mossy staircase leading down to Area 18.



Panky Brockstump, Shorthorn Groundsman

Middle-aged shorthorn man (unusually thin and wiry). **Matted, grey-streaked fur** (mud-caked hands). **Threadbare overalls** (hang loose on his sinewy torso). **Wide-brimmed straw hat** (never leaves his head). **Brewing a pot of tea** (on stove).

Reaction: Annoyed at PCs' presence. Warms if engaged in conversation. Summons help from Area 2 if they tamper with anything.

Speech: Gruff, loquacious, rambling. Reminisces interminably about horticulture and his years of service here. Grouses about the "decadent" Hlerribuck upsetting his quiet life. Woldish, Gaffe, limited Caprice.

Desires: Fine food and drink from the lodge party, from which he is barred during the Hlerribuck.

Knowledge: Strange breggles—"a sorcerish lot"—have been coming to the lodge over the past few months. Has heard screams from the Shadholme on multiple nights, "ressliss spirits, nay doubt".

If given Shadholme provender: Overindulges in the food and drink, then retires to his armchair, where he soon drifts off for an hours-long nap.

Stats: Shorthorn Staff, p9. Wields shovel (+0, 1d6). HP 5.



7 SHADHOLME LODGE

Stately lodge (single-storey). **Limestone blocks** (expertly carved, tasteful allowances of moss). **Tall leaded glass lattice windows** (movement visible within). **Peaked roof** (oak shingles). **Three chimneys** (broad chimney on western side, smaller chimneys on eastern side).

Front Door (to Area 8)

Polished oak (beautifully carved scrollwork). **Goat-headed knocker** (set in centre). **Flanking banners** (display the Malbleat family crest). **Locked** (at all times).

Knocking: A knock on the door will be answered by Marf Cudloaf (Area 8), who allows PCs into the foyer.

Back Door (to Area 12)

Polished oak (beautifully carved scrollwork). **Locked** (at all times).

Knocking: A cook answers and asks PCs if they are making a delivery. Closes and locks door if they fail to convince him.

Watching the door: 2 shorthorn servants deliver foodstuffs and other supplies at various intervals.



Shadholme Lodge

GENERAL NOTES

Combat

Any combat in the lodge immediately attracts the attention of the knight and soldiers in Area 8 and the soldiers in 10. A servant will run to fetch the watch house (Area 2), who arrive in 4 Rounds.

Theft

If a PC is caught stealing in the lodge, servants and guests (if present) attempt to restrain them until the knights and soldiers from the watch house (Area 2) arrive. They are then marched to the constabulary in Lankshorn.

LODGE GUESTS

Guests can be encountered in the salon (Area 10) and the dining hall (Area 11).

H: Human. **L:** Longhorn. **F:** Female. **M:** Male. For longhorn stats, use Longhorn Gentry, p9. For human stats, use Everyday Mortals, *DMB*. All are unarmed.

Socialising

Guests are gracious and mannered, and accept any pretext for the PCs' presences. They comment on the food, the festival, the lodge's splendour, political gossip, etc.

Malbleat's absence: Many note that they've seen no sign of their host and consider this most irregular. Some are quite put out.

Secrets: Chatting with guests may reveal one or more of the secrets opposite, at the Referee's discretion.

Optional Guests

If the Referee wishes, they may use this occasion to introduce PCs to notable personages described in the *DCB*. Below are some suggested examples.


Lady Berryld Ramius (Hex 0410): Heir to House Ramius and one of its few members attending the Hlerribuck. Here to spy for her father but also to gain the confidence of her uncle, fellow occult student Lord Malbleat, whose knowledge she covets.

Garnack the Horse (Hex 0309): Grizzled longhorn mercenary with no love for Malbleat but a taste for his lavish hospitality. Ill-tempered, guzzling his drink and savaging his food, but willing to speak with PCs.

Berkmaster Clewyd Baldricke (Lankshorn, *DCB*) and / or Berkmaster Maximilian Monocleese (Dreg, *DCB*): Lord Malbleat's representatives for Lankshorn and Dreg, respectively.

Sergeant Crewwin Snidebleat (Hex 0109): A knight in the service of Lord Murkin, and one of the few members of his house present at the Hlerribuck

Red Gwen (Hex 0311): Disguised as a grain mogul, Red Gwen is here to pull off her greatest caper yet: to infiltrate and rob the Shadholme.

 GUESTS	Appearance	Personality	Station	
1	Edgar Skillywin (HM)	Black curly hair	Gregarious, shifty	Merchant
2	Hrannick Berklin (LM)	Holds pet weasel	Cordial, mischievous	Noble (Malbleat)
3	Louella Coldmere (HF)	Round-faced, blonde	Worldly, attentive	Noble (Nodlock)
4	Jymes Scullery (HM)	Dashing, ruffs	Rakish, jittery	Gambler
5	Amory Haskell (HM)	White-haired, plump	Amiable, gracious	Horse breeder
6	Hildrup Pellicorn (LF)	Elderly, graceful	Flirtatious, wise	Noble (Ramius)
7	Denris Uptinne (HM)	Straw-haired, broad	Aloof, supercilious	Jeweller
8	Tilda Wilberface (HF)	Red-haired, tall	Reserved, genuine	Noble (Hogwarsh)
9	Howand Wealdlore (LF)	Silver fur, gold eyes	Ethereal, graceful	Harpist
10	Hlleth Wealdlore (LF)	Short, black horns	Observant, cunning	Poet
11	Snide Berklin (LM)	Elegantly garbed	Suave, malevolent	Noble (Malbleat)
12	Mmereth Berklin (LF)	Layered dresses	Outraged, superior	Noble (Malbleat)
13	Gwendl Malbleat (LF)	Spectacles, shawls	Raucous, shrill	Malbleat's cousin
14	Hogrid Underlow (HM)	Goatee, dapper	Wry, sophisticated	Raconteur
15	Hilda Gruewater (HF)	Short curls, plump	Prudent, retiring	Yeoman
16	Amshred Clern (LM)	Monocle, waistcoat	Haughty, upright	Knight
17	Ghrend Cornicus (LM)	Gilded horns, slight	Calm, observing	Noble (Malbleat)
18	Hraigl Cornicus (LF)	Willowy, black fur	Merry, oblivious	Noble (Malbleat)
19	Andred Canticreed (LF)	Curly locks, pink eyes	Uproarious, mirthful	Dilettante
20	Drerdl Hwodlow (LM)	One-eyed, scarred	Grave, courtly	Soldier

SECRETS

- Someone is living in the crypts, with Malbleat's approval.
- Heard a human woman's scream coming from the crypts.
- There are other ways into the crypts besides the main entrance in the Salon.
- This a very special Hlerribuck, there is talk that Gnarlgruff will rise again.
- Saw a giant spider coming out of the wine cellar and into the kitchen.
- Malbleat keeps a stash of rare whiskey and brandy in the wine cellar.
- That chapel outside is just for show, no breggle ever goes in there.
- For a groundskeeper, Panky really knows a lot about the crypts.

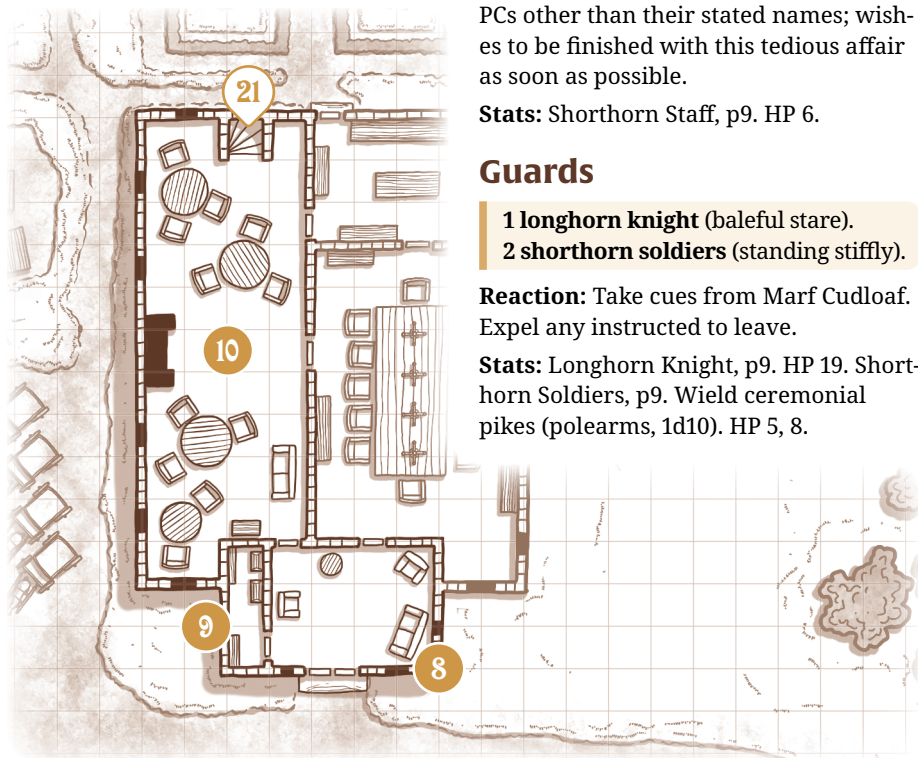
8 ENTRY FOYER

Sumptuous antechamber (wood panelling, padded upholstery, rich browns and reds). **Portraits line walls** (distinguished longhorns in archaic finery).

Guest List

Leather-bound book (lying open). **Sits atop ornamental book rest** (intricately carved with vines and leaves).

Reading names: Staff do not allow PCs close to the guest list; it can only be examined by subterfuge. It contains all names on the guest list (see **Lodge Guests**, p16).



Marf Cudloaf, House Malbleat Butler

Elegant shorthorn man (hair shorn and shampooed). **Dressed in finery** (black suit, impeccably clean). **Self-important** (sombre and arrogant). **Precise** (movements and language).

Reaction: Admits PCs whose names are on the guest list, asking them to check any weapons in the cloak room. If the name stated by a PC is not on the list, or they refuse to check their weapons, Cudloaf courteously orders them to leave.

Speech: Precise. Cordial but distant and firm. Woldish, Gaffe, Caprice.

Desires: Has little curiosity about the PCs other than their stated names; wishes to be finished with this tedious affair as soon as possible.

Stats: Shorthorn Staff, p9. HP 6.

Guards

1 longhorn knight (baleful stare).
2 shorthorn soldiers (standing stiffly).

Reaction: Take cues from Marf Cudloaf. Expel any instructed to leave.

Stats: Longhorn Knight, p9. HP 19. Shorthorn Soldiers, p9. Wield ceremonial pikes (polearms, 1d10). HP 5, 8.

9 CLOAKROOM

Wooden rack (polished cedar). **Two chests** (iron banded, reinforced).

Searching the rack: 10 extremely fine cloaks, capes, coats (each worth 100gp).

In the chests: A small collection of swords and daggers.

Attendant

Human man (dry, pale skin). **Greasy black ponytail** (pulled tight). **Stiff velvet uniform** (archaic style). **Smarmy** (unctuous, sinister).

Reaction: Accepts cloaks and weapons from PCs.

10 SALON

Dark purple wallpaper (patterned with longhorn faces). **Lush bear-skin rugs** (decorate the polished floor). **Three chandeliers** (flawless crystal). **High-backed couches and armchairs** (wine red velvet, deep cushioning). **Round, polished wooden tables** (2–3 chairs each). **Numerous paintings** (all shapes and sizes). **Granite fireplace** (wide, warm fire, crackling logs, scent of burning wood). **Striking portrait** (above fireplace).

Examining the paintings: Longhorns in noble garb of different eras, High Wold landscapes, historical scenes.

Examining the portrait: A longhorn man dressed in wizardly robes, holding a crooked oak staff. He fixes upon the viewer a burning gaze, and leers with sinister determination. Labelled “Lord Wrygott Gnarlgruff”.

Crypts Entrance

Ancient limestone archway (set incongruously in northern wall). **Arcane symbols and sigils** (carved in blocks). **Curving stairs down into darkness** (visible beyond arch).

Guests

1d6+4 guests lounge here, drinking, eating snacks, contemplating paintings, and making conversation. Roll on the **Guests** table (p17).

2 Shorthorn Soldiers

Guard crypts entrance (bored, surly). **Ceremonial pikes** (blocking path).

Reaction: Attempt to prevent PCs entering the arch while loudly summoning help.

Stats: p9. Wield pikes (polearms, 1d10). HP 7, 8.

3 Shorthorn Servants

Clad in livery (green and yellow wool). **Discreet** (quiet, speaking softly). **Trays of provender** (from Area 12). **Tidying noiselessly** (used glasses, tableware).

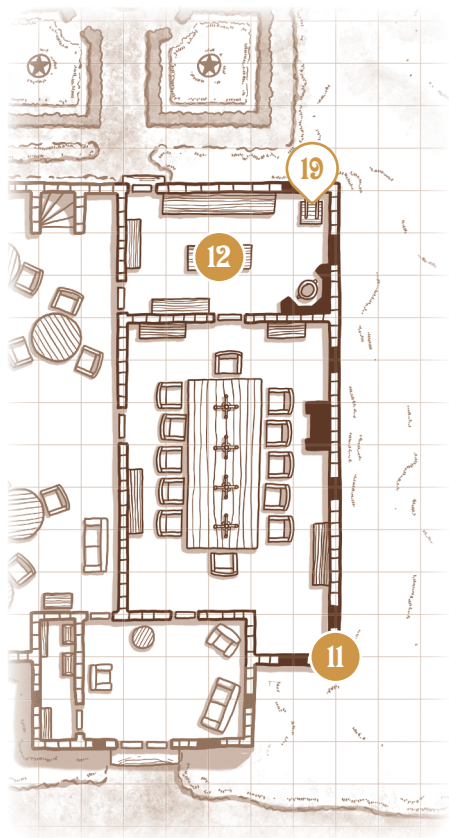
Reaction: Cater to PCs’ whims for food and drink. Politely decline conversation.

Stats: Shorthorn Staff, p9. HP 1, 3, 4.

11 DINING HALL

Richly appointed (polished wood floors and wooden beam ceiling). **Deep green wallpaper** (patterned with yellow cockatrices of Malbleat heraldry). **Large chandelier** (flawless crystal). **Ebony crockery cabinets** (inlaid with scrollwork and pastoral scenes). **Small fireplace** (roaring fire).

Door to Area 12: Periodically opens, with servants passing through. From beyond come pleasant cooking scents and kitchen sounds.



Guests

1d8+6 guests dine noisily at the table, consuming fine food and drink and engaged in spirited conversation. Roll on the **Guests** table (p17).

3 Shorthorn Servants

Clad in livery (green and yellow wool). **Discreet** (quiet, speaking softly). **Providing service** (pouring wine, carving meat). **Trays of provender** (from Area 12). **Tidying noiselessly** (used goblets, tableware).

Reaction: Cater to PCs' whims for food and drink. Politely decline conversation.

Stats: Shorthorn Staff, p9. HP 1, 2, 6.

Banquet Table

Lavish banquet table (laden with delicacies). **Mouth-watering odour** (cooked meats and fish). **4 silver candelabras** (goat and cockatrice heads, worth 150gp each). **12 place settings** (pure silver cutlery, plates, and goblets, worth 50gp per setting). **12 dining chairs** (wine red velvet, deep cushioning).

Food: Vast quantities of appealing, delicious preparations, from cooked goose to fish in aspic to perfectly prepared sides of beef. All meats are available, save lamb or goat.

Drink: The wines are some of the finest in Dolmenwood, as well as many vintages unknown to PCs' palettes.

Taking away food and drink: Is encouraged, and servants provide wooden containers for it.

Numerous counters (covered with foods in preparation). **White oak cabinets** (containing all manner of cookware). **Black iron cauldron** (simmers over fire, open flue in ceiling above). **Aroma of beef** (mingled with gravy and rosemary). **Sweltering** (hot and steamy). **Cacophonous** (clattering, bleating).

Doors to Areas 10 and 11: Shorthorn servants come and go.

Trapdoor to Area 19: Closed. Leads to a stairway down. A servant occasionally enters, and returns a short while later carrying a bottle of wine.

In the cauldron: Searing hot beef stew. Inflicts 1d4 damage if spilled on a target.

4 Shorthorn Cooks

Stained aprons (splashed in congealing blood). **Preparing meals** (simmering vegetables, stirring sauces, slicing meat). **Shouting, chopping, stirring** (abuzz with activity).

Reaction: Try to repel visitors, calling guards (Area 10) if necessary.

Speech: Not much for conversation. Woldish, Gaffe, basic Caprice.

Knowledge: While the Shadhholme is usually unstaffed except for special occasions, Malbleat has ordered the cooks to work here daily for the past year. Their job is to provide food for a strange longhorn and her retinue, residing in the crypts below.

Stats: Shorthorn Staff, p9. Wield cleavers (1d6). HP 2, 4, 4, 8.





Upper Crypts

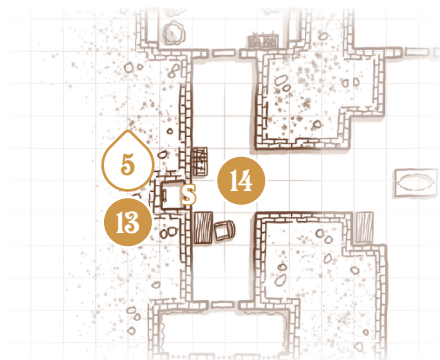
GENERAL NOTES

Lighting

All areas are unlit unless otherwise noted.

Desecrating Tombs

PCs may choose to force open some of the crypts they encounter. All High Wold natives are aware that this is deeply taboo. If this ever becomes known, they will be hunted across the High Wold—even by Malbleat's enemies.



13 SHAFT BOTTOM

Vertical shaft (20' up). **Red bricks** (walls, floor). **Steel rungs** (built into side of shaft).

At the top: If PCs have not moved the altar in Area 5, the shaft ends at a ceiling of solid marble.

Door to Area 14: Plain oak. Push to open.

14 GUARD POST

Sandstone blocks (walls, floor, ceiling 10'). **2 blazing torches** (in sconces). **Shabby wooden desk** (rickety chair). **Narrow weapons rack** (Malbleat emblem at top, holds 4 shortswords).

Secret door to Area 13: A successful **Search Check** or detailed examination of the wall reveals a slight seam. Gripping and pulling any brick near the seam causes a portion of the wall to swing outward.

Searching the desk: Drawer contains a tarnished ring of keys (these open the cells in Area 15).

Combat: In this area alerts Berryld Forlocke in Area 17 to the east.

4 Shorthorn Guards

Keeping watch (minding corridors to north and south, and into Area 17). **Nervous, jumpy** (don't like being down in tombs).

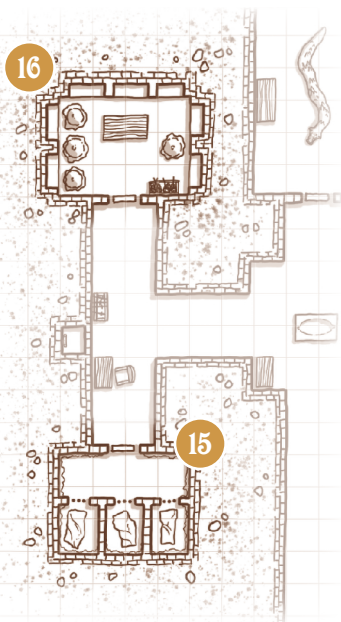
Reaction: Make a **Reaction Roll** (see **Encounters, DPB**). 3-in-6 chance of being surprised by PCs coming through the secret door (which they are unaware of).

Stats: Shorthorn Soldiers, p9. Wield pikes (polearms, 1d10). Morale 5 (due to unease in tomb). HP 4, 5, 7, 8.



15 GAOL

Sandstone blocks (walls, floor, ceiling 10'). **Mossy walls** (damp). **Hanging lantern** (casts flickering shadows). **3 prison cells** (locked, shiny steel bars, clearly new). **3 filthy bedrolls** (1 in each cell).



Farnham Ribblemead

Occupies the last cell (slumped against bars). **Elderly human man** (gangly frame, long white hair). **Stretched, angular face** (hawkish nose, wide mouth). **Broken half-moon spectacles** (balanced on nose). **Dishevelled** (filth-encrusted, smelly).

Reaction: Begs PCs to free him, but warns them they face grave danger. Shares all he knows.

Speech: Lethargic drawl, hoarse and exhausted. Woldish, Old Woldish, Liturgic, Caprice, Gaffe, Old Drunic, Sylvan, Drunic.

Desires: For the PCs to halt the ritual and rescue Emelda, who had been kept in the cell next to him.

Knowledge: Familiar with the entirety of Malbleat's plans. Describes how he was forced to create a Caprice transliteration of the Oggam ritual script for Malbleat. Informs PCs that he has slipped a subtle error into the ritual, but cannot predict its effects. Also aware that Father Dobey orchestrated the kidnappings.

16 IMPRISONED SPRITES

Sandstone blocks (walls, floor, ceiling 10'). **Dim green lighting** (from hanging oil lamps, eerie shadows cast around the room). **3 butterfly nets** (in wooden rack). **Burial niches** (line walls, shorthorn skulls and bones).

Workbench

Six candles (flickering, melting onto the work surface). **Laboratory press** (caked with dried green blood). **5 crystal jugs** (with oversized cork stoppers, 200gp each).

In the jugs: Each contains the mashed, fermenting remains of multiple sprites (awful, foetid stench). These are leftover ingredients for the ritual to raise Gnarlgruff (see **A Necromantic Conspiracy**, p5).



4 Red Sprites

In iron cages (veiled with black velvet). **Delicate scarlet-skinned fairies** (6" tall). **Dragonfly wings** (drooping). **Heavily drugged** (lethargic, moaning).

Reviving: Can be revived with healing herbs or spells (e.g. *Spirithame*, *Lesser Healing*).

Reaction: Thankful if revived. Ask for help escaping. Traumatized, they do not willingly aid PCs exploring the crypts.

Speech: High-pitched buzzing. Sylvan, one speaks basic Woldish.

RED SPRITES

SMALL FAIRY | SENTIENT | NEUTRAL

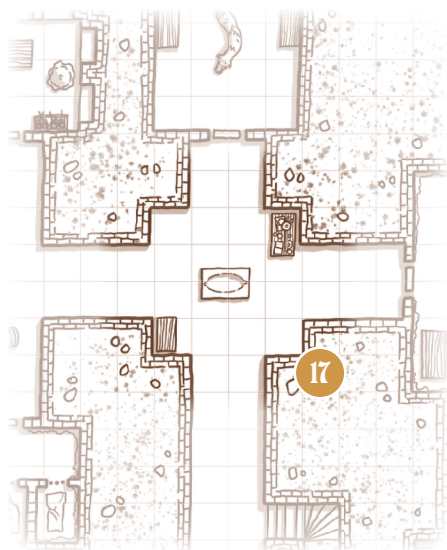
Level 1 AC 16 HP 1, 3, 3, 4 Saves
D12 R13 H14 B15 S16 Att Discord
Speed 20 Fly 40 Morale 6 XP 20

Cold iron: As fairies, sprites suffer 1 extra point of damage when hit with cold iron weapons.

Discord: A group of 3 red sprites can evoke intense feelings of jealousy, avarice, and bellicosity in a mortal within 20'. If the target fails a **Save Versus Spell**, they turn on their companions for 1d6 Rounds. If the save succeeds, the target is immune to these sprites' magic until dawn.

17 ALCHEMIST'S LABORATORY

Sandstone blocks (walls, floor, ceiling 10'). **Sulphurous odour** (stuffy). **Dimly lit** (2 lanterns suspended from ceiling). **Clouds of yellow-green gas** (pungent, hazy). **Single bed** (unmade, blanket scattered with straw).



Workbench

Scarred wooden table (scratches and burn marks). **Vast, convoluted chemical apparatus** (lamps heating crucibles and alembics, beakers, flasks, distilling coils). **Bubbling vessels** (releasing thick, noisome vapours). **2 tomes** (metallic covers).

Examining the tomes: Copper-bound spell book (*Ioun Shard, Vapours of Dream*. Value 2,000gp). Bronze-bound spell book (*Glyph of Locking, Phantasm*. Value 4,000gp).

Stone Table

Low to ground (6' long). **Drainage basin** (at one end). **Niches** (built into sides).

In the niches: Baskets holding scalpels, needles and thread, empty clay jars, and preservative herbs.

Origin: This room's original and true purpose was as an embalming chamber.



Wooden Rack

Shoddily assembled (ramshackle, precarious). **30 vials** (colourful liquids). **Scrawled labels** (in Caprice).

“Sap of Wodewose”, “Fair Fermented Folk”, and “Black Bile” (6 vials, 2 of each): Contain wodewose blood (*DMB*), fermented remains of crushed sprites, and refined black wyrm bile—leftover components for Emelda’s potion in the ritual to raise Gnarlgruff (see **A Necromantic Conspiracy**, p5).

“Eliza Lank” (1 vial): A viscous, amethyst liquid that can return Eliza Lank (Area 19) to her human form.

“Disappearance” (1 vial): *Vanishing Philtre (DCB)*.

“Black Bile, Fortified” (1 vial): *Wyrmsblood Elixir (DCB)*.

“Post-Ritual” (1 vial): Breaks the charm on Emelda if she drinks it (see Area 25).

Various alchemical agents (20 vials): Labelled with odd scientific names and forbidding symbols (10gp each).

2 Shorthorn Assistants

Organising vials (inventorying ingredients). **Leather aprons** (streaked with chemical stains). **Shortswords** (sheathed at their sides).

Reaction: Follow their master’s commands.

Speech: Slightly slurred by fume exposure. Woldish, Gaffe, Caprice.

Stats: Shorthorn Staff, p9. Wield shortswords (1d6). HP 5, 8.

Berryld Forlocke, Alchemist

Longhorn woman (fur shimmers green and red). **Wide eyes** (bloodshot). **Bright yellow robe** (adorned with alchemical symbols). **Brain addled** (by repeated exposure to alchemical fumes). **Standing over workbench** (heating and stirring reagents).

Reaction: Demands that intruders state their business, feigning satisfaction with their answers. Stalls PCs while her assistants go to “fetch some decent drinks” for them. In reality they alert the guards: 4 arrive from Area 14 in 2 Rounds and 4 from the surface in 4 Rounds.

Speech: Speaks softly, often in the third person, with head slightly cocked. Woldish, Gaffe, Caprice.

Possessions: Pair of ruby-encrusted daggers (1,000gp each).

BERRYLD FORLOCKE

MEDIUM MORTAL | SENTIENT | CHAOTIC

Level 4 AC 10 HP 14 Saves D13 R13 H12 B15 S13 Att Dagger (+1, 1d4) or horns (+1, 1d4+1) or gaze (obesance) Speed 40 Morale 8 XP 180

Gaze (once a day per target): Has the power to charm humans and short-horns into obeisance. A target that fails a **Save Versus Spell** comes under Forlocke’s sway and is unable to harm her (directly or indirectly) until the next sunrise. The holy spell *Mantle of Protection* counters the gaze.

Spells: **Rank 1** *Ioun Shard, Vapours of Dream*, **Rank 2** *Glyph of Locking, Phantasm*.

18 BOTANICAL LAB

Sandstone blocks (walls, floor, ceiling 10'). **Dimly lit** (large lantern suspended from ceiling). **Moss-covered walls** (dripping moisture). **Humid** (nearly suffocating). **High-pitched buzzing** (whizzing clouds of insects).

Wodewose Table

Elongated wooden table (7'). **Atrophied humanoid corpse** (7' tall, covered in vegetation and fungus). **Leather straps** (restrain corpse).

Examining the corpse: Long mossy hair, slowly blackening. Beard festering with glistening beetles. Long mottled green limbs, covered in numerous, tiny puncture marks. Atrophied and clearly drained of most of its blood.

Workbench

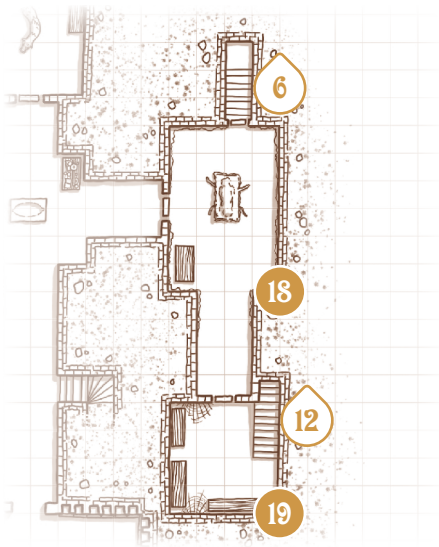
Wooden table (damp and warped). **Scientific instruments** (magnifying glasses, scalpels, mortars, pestles, bowls). **4 glass syringes** (empty, connected to thin rubber tubes). **8 stoppered vials** (deep brown liquid). **Spread diagram** (depicts the corpse on the table, labelled "Wodewose").

In the vials: Each is filled with a deep brown liquid—valuable wodewose blood (*DMB*). They are leftover ingredients for Emelda's ritual potion (see **A Necromantic Conspiracy**, p5).

Insect Swarm

Big bluebottles (blood suckers). **Buzzing about** (over corpse). **Nibbling hungrily** (incessantly). **10' radius area** (visible, dark cloud).

Reaction: Hungry for fresh flesh.



INSECT SWARM

MEDIUM BUG | ANIMAL INT. | NEUTRAL

Level 3 AC 12 HP 18 Saves D11 R12 H13 B14 S15 Att Swarm (+2, 2 or 4) Speed 10 Fly 20 Morale 11 XP 90

Immunities: Only harmed by fire or magical cold.

Smoke: Drives off a swarm.

Swarm attack: Automatically damages characters within swarm area: 2 HP if wearing armour, 4 HP without.

Warding off: Characters who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.

Escaping: On exiting the swarm, characters continue to suffer half damage until 3 Rounds are spent swatting any attached insects.

Pursuit: The swarm will not pursue PCs beyond this room.

Sandstone blocks (walls, floor, ceiling 10'). **Dimly lit** (oil lamp on shelf). **Loaded wine racks** (black lacquered wood). **Blankets of webbing** (line the ceiling).

Examining the wine racks: A massive collection of wine, brandy, and whisky, including 100 bottles of *Inkling Wine* (44sp, *DPB*), 10 bottles of *Cold Prince* (14gp, *DPB*), 10 bottles of *Purple Aspintheon* (5gp), and a few unique items, including single bottles of *Barghest Red* (200gp), magically-aged *Old Skellybones* whisky (170gp), and *Flamebarrel* brandy (100gp).

ELIZA LANK

MEDIUM BUG | SENTIENT | NEUTRAL

Level 3 AC 13 HP 15 Saves D11 R12 H13 B14 S15 Att Bite (+2, 1d6 + poison) or web (+2, entangle, range 20')
Speed 20 Webs 40 Morale 8 XP 90

Poison: **Save Versus Doom** or die in 1 Turn.

Webs: A victim hit by a web attack must **Save Versus Hold** or become entangled in the sticky strands: -2 Attack and Save penalty, unable to move.

Breaking free: An entangled victim who forgoes other actions may make a **Strength Check** each Round to escape.

Burning webs: Webs can be destroyed by fire in 1 Round. All creatures in a flaming web suffer 1d6 damage.

Eliza Lank, Giant Spider Sommelier

Massive, arachnoid creature (in webs along ceiling). **Crimson carapace** (purple spots). **Humanoid hands** (at the ends of her legs). **Mandibles** (oozing blue venom).

Reaction: Watches visitors intently. If PCs touch anything, she quickly descends and asks if she can be of service. Does not attack unless PCs try to take any bottles; warns them first.

Speech: Slow drawl, human female voice. Woldish, Gaffe, basic Caprice.

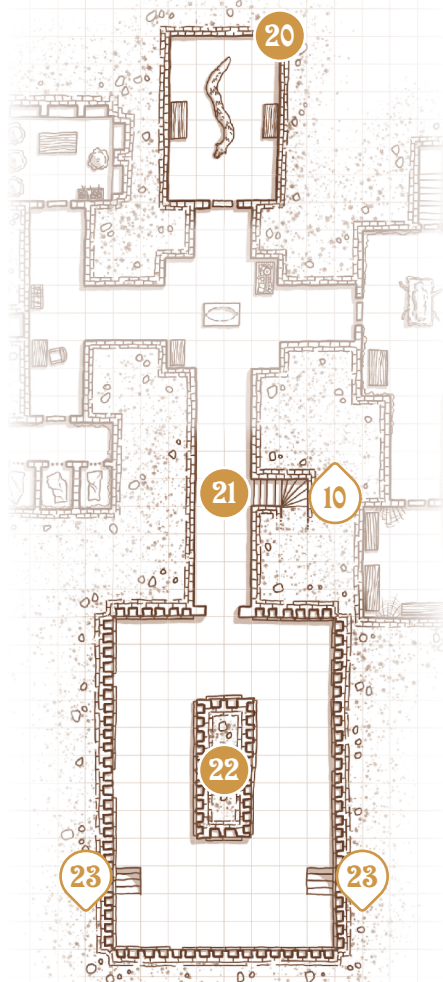
Desires: To regain her human form. She will allow anyone who helps her to help themselves to the liquor bottles.

Origin: One of Malbleat's sommeliers, formerly a human, caught drinking on the job during preparations for the Hlerribuck. She was brought before the alchemist Berryld Forlocke (Area 17), who force-fed her a potion that turned her into this creature. She continues her role as sommelier.

Knowledge: Forlocke and a team of shorthorns are doing experiments in the crypts. She has access to all sorts of potions, one of which can restore Eliza to human form.

20 WYRM HALL

Sandstone blocks (walls, floor, ceiling 10'). **2 torches** (in wall sconces). **Sickly odour** (burning incense and carrion stench).



Black Bile Wyrms Dissection

Brown-black scaled creature (15' long, stretched across the floor).

Worm-like (limbless, lumpy flesh, patches of feathers). **Lupine face** (mouth hangs open, eyes stare blankly). **Slit open** (from head to tail, various internal organs visible).

Hose-like tubes (jabbed into flesh, connected to urns). **6 pellucidum urns** (200gp each).

Examining the urns: Contain thick black liquid, coagulated in places. This is the wyrms's bile needed for the ritual to raise Gnarlgruff (see *A Necromantic Conspiracy*, p5).

Touching the bile: *Save Versus Doom* or suffer 1d6 damage.

Wooden Table

Encrusted in blood (dark, coagulated). **Anatomical diagram** (spread open).

Examining the diagram: Sketches of the dead creature, labelled "Black Bile Wyrms", with instructions on how to syphon its bile safely.

Underneath the diagram: A finely crafted magnifying eyepiece (worth 200gp).

Workbench

Solid quartz table (covered in stone dust). **2 heavy marble slabs** (lean against table). **Stonework tools** (litter tabletop, including hammers, chisels, etching knives).

Origin: This room's original and true purpose was a workshop to prepare monument plaques for Areas 22 and 23.

21 CRYPT ENTRANCE

Sandstone blocks (walls, floor, vaulted 10' ceiling). **Strong goat odour** (from south). **Light and chemical odour** (from north).

Arch to Area 22: Carved longhorn skulls and the Caprice engraving "Hlerr Rhin-deld" ("The Ancestors Sleep in Peace").

22 FAMILY CRYPTS—UPPER

Sandstone blocks (walls, floor, vaulted 15' ceiling). **Cavernous chamber** (divided by central wall section). **220 burial niches** (line the walls, 2½' square memorial plaques covering most). **Black marble floor** (polished, gleaming).

Examining the niches: About half are sealed with marble memorial plaques, engraved with the name and years of birth and death of the occupant. Some have surnames other than Malbleat, reflecting different family branches.

Opening a niche: Requires tools (mallet, chisel, etc.). Inside is an embalmed, shrouded longhorn corpse and jars of preserved organs. 2-in-6 corpses are wearing jewellery (worth 300gp).

Stairs to Area 23: Twin open staircases lead downward into floor, surrounded by protective brass railings.

2 Devil Goats

Shaggy black goats (as big as ponies). **Long horns** (spiralling). **3 red eyes** (brooding). **Prowling along southern wall** (one close to each stairway).

Reaction: Growl in warning. Charge PCs if they do not depart.

Possessions: Each wears a leather collar embedded with rubies (400gp).

DEVIL GOATS

MD. MONSTROSITY | SEMI-INT. | NEUTRAL

Level 3 AC 12 HP 15, 16 **Saves** D11 R12 H13 B14 S15 **Att** Horns (+2, 1d6) or bite (+2, 1d8) or gaze (see below) or bleat (command) **Speed** 40
Morale 8 **XP** 115

Charge: In first Round of combat, when not in melee, a devil goat may charge at a target. This requires a clear run of 40'. On a successful Attack Roll, the devil goat's horns inflict double damage.

Gaze (thrice a day): A devil goat may focus the wicked gaze of its central eye upon a target, who must **Save Versus Spell**. If the save fails, the victim is affected by a random **Evil Gaze** effect (see *DMB*).

Commanding bleat (thrice a day): A devil goat may bleat a command to a horse or hound within 60'. The animal must **Save Versus Spell** or obey the command for 1 Round. Commands that are obviously harmful to the animal cause the bleat to automatically fail.

Lower Crypts

GENERAL NOTES

Lighting

All areas are unlit unless otherwise noted.

Desecrating Tombs

PCs may choose to force open some of the crypts they encounter. All High Wold natives are aware that this is deeply taboo. If this ever becomes known, they will be hunted across the High Wold—even by Malbleat's enemies.

23 FAMILY CRYPTS—LOWER

Sandstone blocks (walls, floor, vaulted 15' ceiling). **Cavernous chamber** (divided by central wall section). **220 burial niches** (line the walls, 2½' square memorial plaques covering most). **Black marble floor** (polished, gleaming).

Examining the niches: All but 4 are sealed with marble memorial plaques, engraved with the name and years of birth and death of the occupant. One niche ("Llerg Ramius") has no year of death.

Examining the 4 unsealed niches: Memorial plaques shattered, rubble lying at base of walls.

Examining the Llerg Ramius niche: The memorial plaque is easily removable. The space within is shallow and contains only a black iron key (opens the **Black Tomb Doors** in Area 24).

Opening a niche: Requires tools (mallet, chisel, etc.) Inside is a shrouded longhorn skeleton and jars of desiccated organs. 1-in-6 skeletons are wearing jewellery (worth 200gp).

Stairs to Area 22: Twin open staircases lead upward into openings in the ceiling.

4 Longhorn Skeletons

Restlessly pacing (near doors to Area 24). **Glowing eye sockets** (pale blue).

Reaction: Attack anyone approaching the doors. Obey commands from Malbleat.

LONGHORN SKELETONS

MEDIUM UNDEAD | MINDLESS | NEUTRAL

Level 3 AC 15 HP 7, 7, 18, 19 Saves
D11 R12 H13 B14 S15 **Att** 2 claws (+2,
1d6) and horns (+2, 1d4+1) **Speed** 20
Morale 12 **XP** 40

Undead: Silent before attacking. Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Dark sight: Can see normally without light.

Damage reduction: Suffer half damage from cutting or piercing attacks (e.g. arrows, spears, swords).



24 ANTECHAMBER

Sandstone blocks (walls, vaulted 15' ceiling). **Marble floor** (polished, gleaming). **Dimly lit** (by glow from Black Tomb Doors).

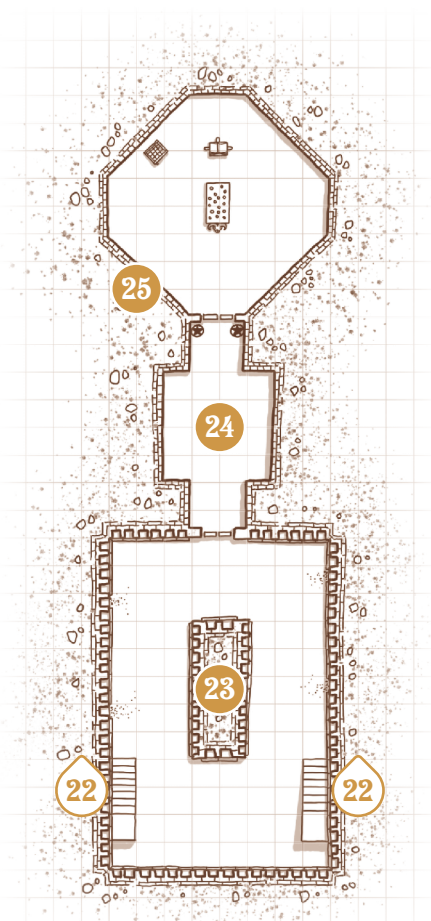
Black Tomb Doors (Area 25)

Two obsidian slabs (tall and narrow). **Iron rings** (one on each door). **Engraved letters and sigils** (sickly green, twisting and grotesque). **Chartreuse glow** (emanates from underneath). **Flanking statuettes** (longhorns, on plinths).

Reading the engravings: In Caprice: “the Black Tomb of Lord Wrygott Gnarlgruff”. The name “Llerg Ramius” (the tomb’s architect) is inscribed at the base of one door.

Opening the doors: Requires either the key from Llerg Ramius’s false niche in Area 23, pulling the rings with ropes (requires a combined Strength of 45+), or breaking through with tools (mallet, chisel, etc.).

Examining the statuettes: 18” high, solid amber (1,500gp each). Depict baleful longhorn sorcerers.



25 THE BLACK TOMB

Polished obsidian (walls, floor, vaulted 15' ceiling). **Chartreuse glow** (from **Sarcophagus**). **Ancient tome** (on ebony book stand, see **Book of Foul Wonders**).

Lord Gryphius Malbleat

Mature longhorn man (powerful bearing). **Graceful, slender** (almost 7' tall). **Black fur** (silver nose). **Voluminous purple robe** (silk, emblazoned with sigils). **Jewelled belt** (longsword in scabbard). **Reading from a parchment, chanting** (alternately guttural moans and nasal braying in Oggam).

Reaction: Upon noticing the PCs, he rushes to complete the ritual.

If attacked: Uses his *Ring of Vanishing* to teleport to the surface (see **Malbleat Escapes**, p36).

Speech: Silver-tongued, eminently reasonable. Woldish, Caprice, Gaffe, Old Woldish.

Stats: Longhorn Gentry, p9. Wields longsword (1d8). HP 38.

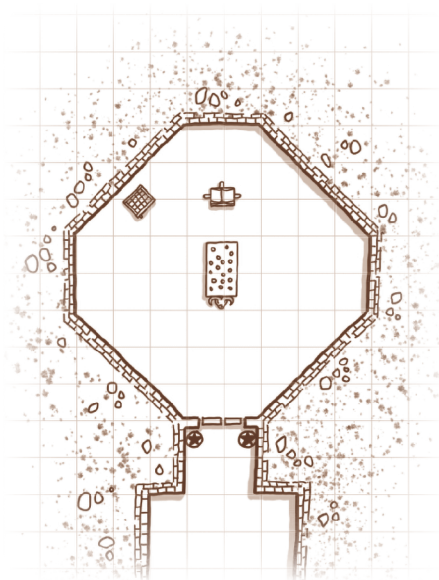
Spells: *Glyph of Sealing*, *Vapours of Dream*.

Possessions: *Ring of Vanishing* (10,000gp). Jewelled belt (1,000gp). Ritual parchment (Oggam transliterated to Caprice; 1,000gp).

Sarcophagus

Smooth obsidian (polished). **Carved goat's visage** (at head, expression of serene malevolence). **Chartreuse glow** (emanates from seam below lid). **17 gold candelabras** (purple candles, 200gp each).

Opening before Gnarlgruff is raised: Reveals the shrouded skeleton of Lord Gnarlgruff, clutching his staff *Blyrrst-wode* (see **Lord Gnarlgruff**).



Emelda Wishorn

Young human woman (pale, drawn, undernourished). **Caged** (locked from the outside with simple latch). **Curly auburn hair** (shoulder-length). **Elongated ears** (goat-like). **Brown smock, white gown** (tattered and stained).

Reaction: Enchanted by the potion (see **A Necromantic Conspiracy**, p5), staring into space and ignoring PCs. Stands upright, singing a haunting, wordless chant of otherworldly beauty. If the charm is broken, she is disoriented and confused.

Speech: Warm, hoarse but mellifluous. While enchanted, will not interrupt her singing Woldish, Gaffe.

Breaking the charm: Can be accomplished with magic (e.g. *Remove Curse*), administering the “Post-Ritual” antidote found in Area 17, or time (fades within 1 day of not consuming the potion).

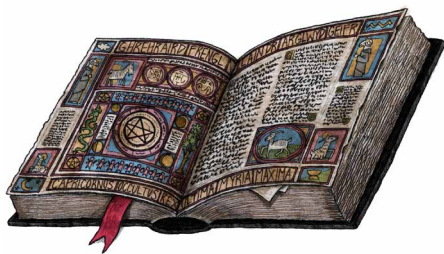
THE RITUAL

Disrupting: The ritual can only be disrupted by silencing Emelda or Malbleat, by causing Malbleat to depart, or by a bard using their counter charm ability.

Timing: The ritual's culmination occurs at the Referee's discretion. Emelda's song reaches a shrill and fearful crescendo as the sarcophagus lid slowly slides sideways, and **Lord Gnarlgruff** arises from the coffer.

Gnarlgruff emerges: As an animated, maggot-ridden corpse—Gnarlgruff is the victim of the sabotage by Ribblemead of the ritual text (see Area 15).

Gnarlgruff's wrath: Gnarlgruff cries out "You imbecile!" in Caprice at Malbleat. Blubbing and terrified, Malbleat attempts to placate Gnarlgruff, but soon flees, using his *Ring of Vanishing* to teleport to the surface (see **Malbleat Escapes**, p36).



BOOK OF FOUL WONDERS

Bound in black leather, title inscribed in Caprice: *Ghrehraird frengl Llaindr*. This is the legendary *Book of Foul Wonders*, former possession of Gnarlgruff's and source of Malbleat's ritual to raise him. Its pages, in Caprice and Oggam, describe foul necromantic rituals. (Value: 15,000gp.)

Lord Wrygott Gnarlgruff

Cadaverous longhorn male (bones visible beneath rotting flesh). **Mangy, patchy fur** (maggot-ridden). **Rotten shroud** (dangling off carcass). **Flaming eye sockets** (greenish-yellow).

Reaction: Attempts to destroy Malbleat. If Malbleat escapes, the enraged Gnarlgruff demands to know why PCs are here. If satisfied by their answers, he departs (see **Gnarlgruff Rises**, p36), otherwise he attacks.

Speech: Booming yet sibilant. Woldish, Caprice, Gaffe, Old Woldish.

Desires: Revenge on Malbleat. Power over all the High Wold. To magically repair his body.

LORD GNARLGRUFF

MEDIUM UNDEAD | GENIUS | CHAOTIC

Level 6 AC 15 HP 32 Saves D9 R10 H11 B12 S13 Att [2 claws (+5, 2d4 + paralysis) and horns (+5, 1d4+1)] or *Blyrrstwode* (+5, 1d4) **Speed 30 Morale 10 XP 720**

Undead: Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Paralysis: The victim must **Save Versus Hold** or be paralysed for 2d4 Turns (aware but unable to move or act). Large creatures are unaffected.

Blyrrstwode: Crooked oak staff, Gnarlgruff's constant companion. Can cast *Lightning Bolt* once every 3 Rounds (3 charges). Gnarlgruff knows the secret to recharging it (up to 6 charges). (Value: 20,000gp.)

Epilogue

It is possible for more than one of the outcomes below to occur simultaneously. The Referee should adjudicate the overlapping consequences as they see fit.

GNARLGRUFF RISES

The undead Gnarlgruff's first priority is to slay Malbleat, followed by exiting the Shadholme and consolidating power.

Gnarlgruff boldly strides out into the Hlerribuck, leaving terror, chaos, and awe in his wake. He proclaims to the horrified, enthralled throngs that he has returned, before disappearing into Dolmenwood. There, he seeks out a stronghold, begins building a following, and researches magical means of restoring his degraded form.

If PCs assist him, he offers them roles as his "lieutenants". The consequences of accepting this offer are at the Referee's discretion. If they refuse, he loses interest in them, and allows them to depart.

MALBLEAT ESCAPES

Malbleat promptly rallies all knights and soldiers on the Shadholme grounds. He accuses the PCs of "necromancy and sorcery most foul" and sends his righteously enraged minions to capture them.

If Gnarlgruff has been resurrected (see **Gnarlgruff Rises**), Malbleat and his guards engage the undead sorcerer in combat. The Referee can play out the battle or choose an outcome.

If still in the Shadholme after the PCs depart, Emelda and Ribblemead are quietly disposed of.

GNARLGRUFF IS KILLED

Gnarlgruff's destruction matters only if it is at the hands of the PCs. Malbleat then recants any charges against the PCs, claiming they have saved the realm from a Drune conspiracy, and asserting that Emelda and Ribblemead had been held in the Shadholme for their safety.

Malbleat attempts to bribe the PCs and the hostages into silence, while plotting to have them murdered later. His agents especially will try to prevent them from reaching Castle Brackenwold, where PCs have a chance of proving his crimes (see **Malbleat's Crimes Revealed**).

MALBLEAT'S CRIMES REVEALED

Only by notifying the authorities in Castle Brackenwold do the PCs have a chance of proving Malbleat's crimes. Should they succeed, Malbleat may be arrested and removed from power. The PCs may receive a reward from the duchy and / or Lord Ramius (Referee's discretion).

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DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO

The market town of Lankshorn is abuzz with excitement after the cruel Lord Malbleat announces a festival honouring his sorcerous ancestor. Only when the young singer Emelda—famed for her beautiful voice—is reported missing do things take a sinister turn.

Emelda's Song is an adventure of infiltration and intrigue designed for characters of Level 2–4. Presented in a quick-reference format, the adventure is easy to run with minimal prep.

Referees also need the *Dolmenwood* core books.



**NECROTIC
GNOME**



**EXALTED
FUNERAL**