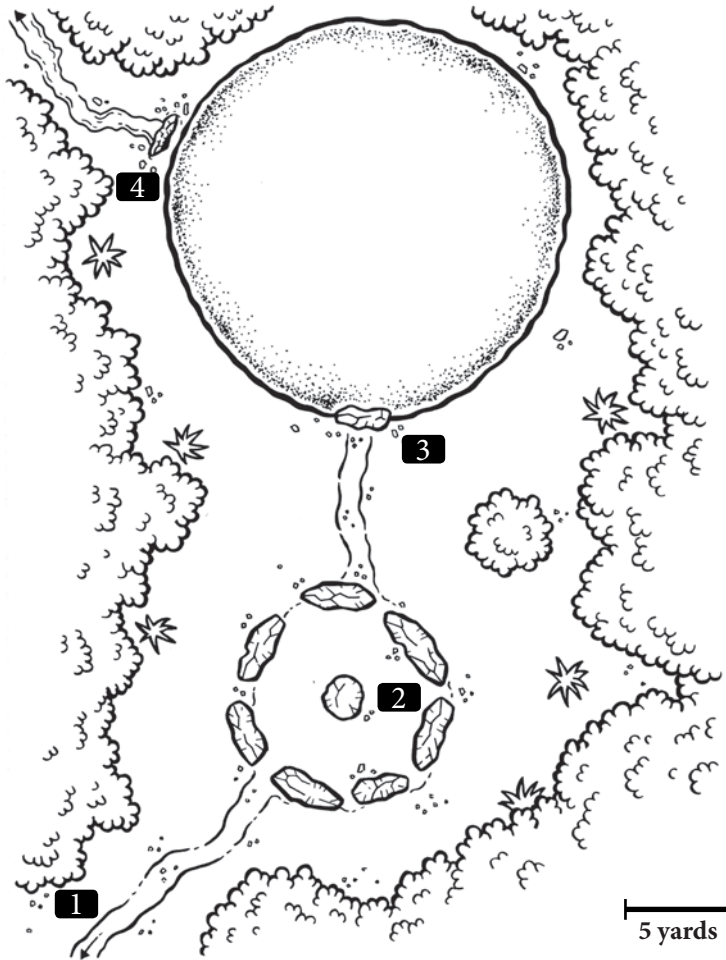


Winter's Daughter



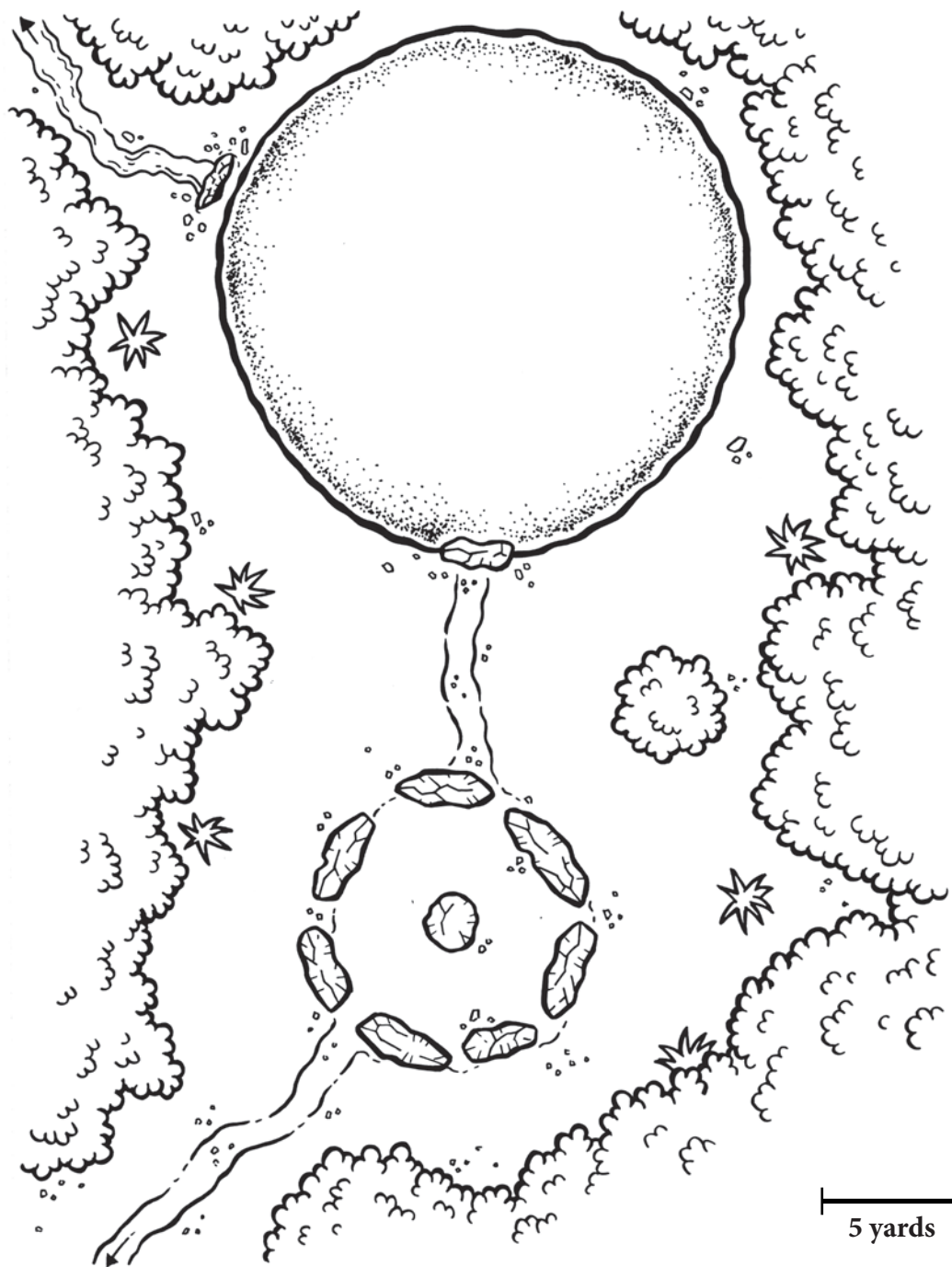
5th EDITION
COMPATIBLE VERSION

Outside the Mound



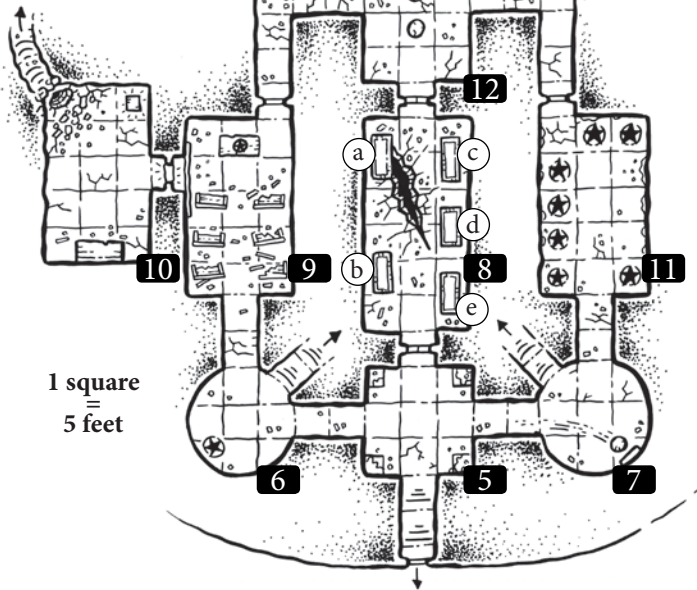
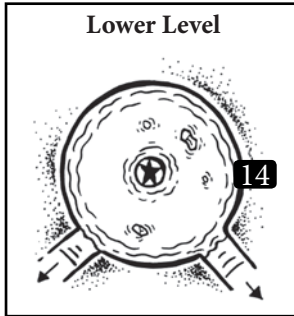
1. **Approaching the mound:** Tangled forest. Mumbling from area 2.
2. **Sacrificial ritual at the Whything Stones:** 2 hooded men performing a ritual. Young woman bound to the central stone. Strangers are welcome to aid the ritual.
3. **Tomb entrance:** Heavy granite slab, overgrown with lichen and wild roses. Moving or breaking the slab reveals stairs down into the dank, silent dark of the tomb (area 5).
4. **Worm hole:** 2' wide, rough. Burrows into the earth beneath the mound. 3 worm-tongues lurk in the hole. Attack if disturbed by noise or light. Acidic slime trails lead off into the woods. Crawling down the hole leads to area 10.

*Maps of areas 15-19 are located
at the back of the book.*



5 yards

The Burial Mound



5. Hall of guardians: Musty, wet. Floating religious objects attack non-Lawful characters. Dusty floor conceals mosaic. Double doors inscribed “The Most Dear”.

6. Blindfolded statue: Princess Snowfall-at-Dusk, posed with finger at her lips.

7. Freezing mirror: Passing in front of the mirror: DC 20 Constitution saving throw or be frozen still!

8. Family crypt: 2 floating skeletons, dancing. Welcome strangers to join in. Sheets of slime drip from ceiling into fissure. Descending into the fissure leads to area 15.

9. Chapel of St Sedge: Decaying pews. Stone altar with candle. Tapestries conceal W door.

10. Abandoned priest’s quarters: 3 wormtongues lurk in the hole. Attack if disturbed by noise. Rubble of collapsed wall. Mouldy writing desk. Hidden flagstone (NE corner).

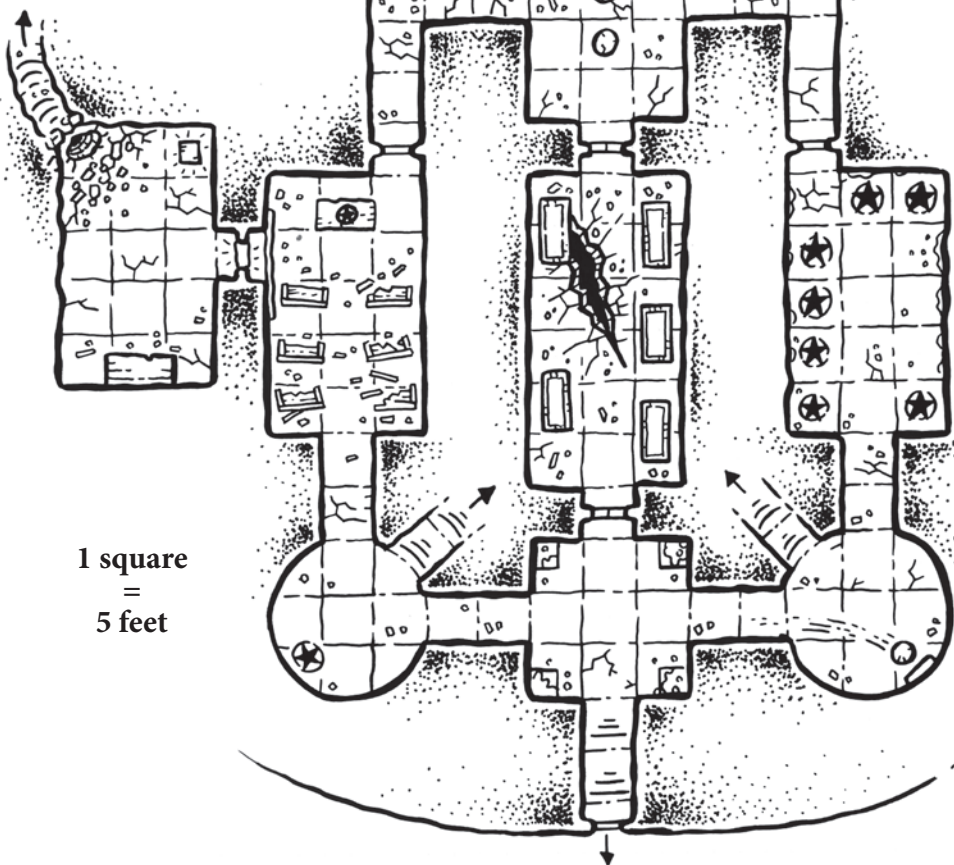
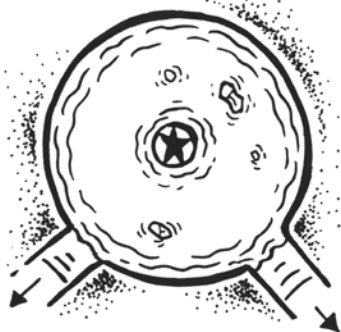
11. Statues with weapons: Mould-patched walls. Partially concealed mural.

12. Hall of hounds: Carved pillars. Double doors with hidden inscription. 2 stone hounds, attack if the door is touched without speaking the password (“Flaegr and Chedr”).

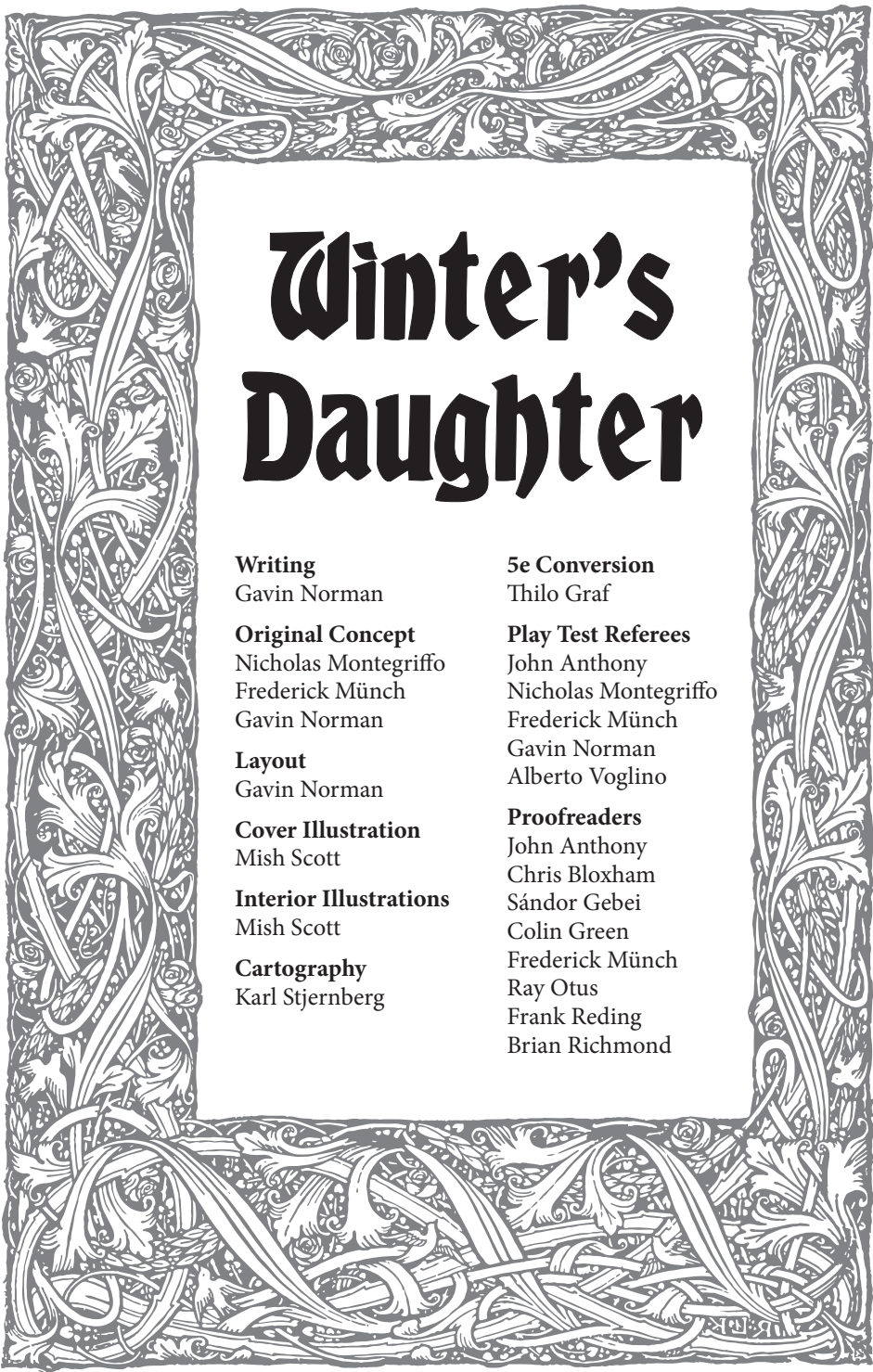
13. The knight’s tomb: The ghost of Sir Chyde, beseeches PCs to help him. Stone coffer. Portrait of Princess Snowfall-at-Dusk. Tarnished silver candlesticks.

14. Warded pool: Ghostly, floating votive candles at bottom of stairs. Passing through transports characters to Fairy (area 15).

Lower Level



1 square
=
5 feet



Winter's Daughter

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GNOME**

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Introduction

Winter's Daughter is a short adventure set in **Dolmenwood**, the weird fairy tale campaign setting from **Necrotic Gnome**. The adventure revolves around the forbidden love of a mortal knight and a fairy princess, in ancient times when the two races waged war. The tomb of the knight has lain sealed for centuries. It conceals many secrets and (of course) treasures.

5th Edition Rules

The adventure is designed for use with the 5e rules.

Character Levels 1–3

This adventure is suitable for PCs of 1st to 3rd level. Note that, as an adventure in the old-school style, not all encounters are intended to be balanced to the PCs' capabilities. Judicious use of stealth, parley, and trickery are to be encouraged, in place of blindly rushing into combat. Discretion is always the better part of valour.

New to Dolmenwood?

Groups who are new to the Dolmenwood setting are encouraged to check out the *Welcome to Dolmenwood* PDF—for a quick, spoiler-free introduction to the setting, including a short gazetteer—and the *Dolmenwood Referee's Map*. Both are available for free at necroticgnome.com.

Using This Adventure in Dolmenwood

GMs running games set in Dolmenwood may locate this adventure in any hex outside of the Witching Ring, Chell. The events of the adventure do not relate to any specific placement within the forest.

Players with an investigative bent may discover some secrets relating to the war between fairies and mortals that ravaged Dolmenwood some nine centuries ago. The GM could use these hooks to connect this adventure into a wider campaign arc revolving around the attempts of the banished fairy lord—the Cold Prince—to return to claim Dolmenwood as his own.

Using This Adventure in Other Settings

The adventure can be set in any cool region where one might expect to encounter icy fairies and rings of ancient standing stones.

The GM may wish to work the background of the adventure into the setting, replacing the Cold Prince with another wicked fairy king.

Game Master's Background

The Cold Prince

The fairy lord who ruled all Dolmenwood, before the arrival of mortals.

- **Eternal winter:** Under his rule, the forest lay under an eternal cloak of frost and snow.
- **Frost elves:** The people of the Cold Prince, immortal fairies as fair as snow and as cruel as ice.
- **The war:** Nine centuries ago, mortals waged war against the fey armies of the Cold Prince vying for control of Dolmenwood.

The Love of Mortal and Fairy

In the midst of the war, a mortal knight and a fairy princess met and fell in love.

- **Princess Snowfall-at-Dusk:** The seventeenth daughter of the Cold Prince.
- **Sir Chyde:** A near-mythical hero who fought in the war against the Cold Prince.
- **First meeting:** They met in the deeps of Dolmenwood, in a clearing beside a circle of stones known as the Whything Stones.
- **Trysts:** For months, the pair trysted in secret glades, knowing that their love was forbidden.
- **The portrait:** Sir Chyde commissioned a portrait of his love, entitled "The Lady of the Wood".
- **Sir Chyde's binding ring:** The princess pledged her heart to the knight, bestowing on him a magical ring that had the power to bind their souls together for eternity (see *Sir Chyde's Binding Ring*, p35).

Forbidden Love Discovered

Before long, the Cold Prince discovered his daughter's betrayal.

- **The princess imprisoned:** His spies captured her and brought her before him. He decreed that she be imprisoned in a forlorn tower, there to stay until she renounced her foolish love.
- **Secret communion:** Unbeknown to her father, the princess was able to secretly speak with Sir Chyde, even from her prison, via the power of *Sir Chyde's binding ring*. The two schemed her rescue.

The Cold Prince Defeated

The mortal armies were victorious, and the Cold Prince was exiled into his dominion in Fairy.

- **Ever-looming threat:** The Cold Prince has never troubled Dolmenwood since, but the threat of his return to the mortal world ever dominates the fears of common folk.



The Death of Sir Chyde

The knight was slain in the final battle of mortal and fairy on the hills of the High Wold, not long after his love was imprisoned.

- ▶ **Dying wish:** Sir Chyde insisted on being interred in a tomb in the glade beside the Whything Stones.
- ▶ **Grave goods:** He wished to be buried with the portrait and ring, and to have a subsection of his tomb dedicated to his betrothed.
- ▶ **Chapel of St Sedge:** A chapel dedicated to his patron saint, Sedge, was also integrated into the tomb. (Sedge is the patron saint of crusaders and knife-makers.)
- ▶ **A holy site:** As was the way in those days, the tomb of the great hero was maintained as a site of pilgrimage.
- ▶ **Attendant:** A priest lived in the tomb, beside the chapel.



The Effects of the Ring

The power of *Sir Chyde's binding ring* was not thwarted by death.

- ▶ **Beyond death:** Sir Chyde's spirit was called back from the beyond, to linger in his tomb as a phantom.
- ▶ **Drawing together:** The prison of the princess, in Fairy, and the tomb of the knight, in the mortal world, were slowly drawn together, bringing the two worlds almost close enough to touch.
- ▶ **Communion:** Even in death, the power of the ring allowed the princess and the knight to communicate verbally. They dreamed of their reunion and marriage.

The Sealing of the Tomb

- ▶ **Fey influence:** An unsettling, fey influence began to creep into the tomb.
- ▶ **The priest's dreams:** The priest who maintained the tomb experienced disturbing dreams and visitations, and recommended that the tomb be abandoned.
- ▶ **Closure:** Guardians and wards were placed, and the tomb sealed.

Centuries Passed

- ▶ **The tomb:** Has rested quietly.
- ▶ **The princess:** Remains imprisoned, forgotten by her father, waiting with fairy patience to find a way to be reunited with Sir Chyde.
- ▶ **The wedding:** Undeterred by death and many centuries, the princess stubbornly insists on holding a perpetual wedding feast, awaiting the arrival of Sir Chyde. Some few, brave friends and allies have journeyed in secret to her isolated tower to join the long-delayed festivities.
- ▶ **The Whything stones:** Are now frequented by the Drune—the cult of sorcerers who covet the standing stones and ley lines of Dolmenwood.

Hooks

Dreams of the Lady

What the PCs Experience

- ▶ A valiant or courageous PC is visited in a recurring dream by a beautiful elf lady, clad in white.
- ▶ In the dreams, the PC falls in love with the Lady, and awakes with a deep yearning to be with her.
- ▶ After some weeks of experiencing this dream, the PC has a second dream: venturing into a burial mound, opening a coffer, taking a ring from the finger of a skeleton, and bringing the ring to the Lady.
- ▶ At the end of this dream, the Lady tells the PC that the tomb is a real place, and that a magical door to her realm is located there, in the lower level. She (falsely) promises her heart to the PC, if they can retrieve this ring that was stolen from her in ancient times and bring it to her.
- ▶ She reveals the location of the tomb and says that one who bears the ring can enter the magical door in the lower level that leads to her realm in Fairy.

What's Really Happening

- ▶ Princess Snowfall-at-Dusk has discovered a means of contacting the mortal world via dream.
- ▶ Her professed love is a trick: she merely wishes the besotted PC to retrieve the ring of Sir Chyde for her.

Inheritance

- ▶ An elderly, long-lost relative of a PC dies, bequeathing some minor wealth to the PC (whatever the GM wishes).
- ▶ Among the papers and oddments the PC receives is an old charter, accompanied with family tree proving the PC to be a distant descendent of one Brigford the Wise, brother of Sir Chyde. (The GM may decide how accurate this genealogical information is.)
- ▶ The charter shows the location of the tomb where Brigford is interred alongside his brother, noting that the fabled sword and ring of Sir Chyde are (legally speaking) the property of the inheriting PC.
- ▶ The documents claim that the ring has the power to open a doorway to Fairy.

Tomb Robbers

- ▶ A wizard hires the PCs to journey into Dolmenwood to an old burial mound, giving them a map of its location.
- ▶ Their mission is to enter the tomb and retrieve the ring from the hand of the skeleton that lies buried: a bronze band set with a moonstone, with fittings in the form of woven branches.
- ▶ Upon returning this ring to the wizard, the party is to be rewarded with a sum of 5,000gp (or whatever the GM wishes).

The Complication

- ▶ The ring to be retrieved carries a fairy enchantment: the ghost of Sir Chyde is bound to it and will haunt any who steal it (see *Epilogue*, p34).

Players' Background

Common Folklore

Not all that transpired in the past remains common knowledge. The following tale is known among the common folk of Dolmenwood, and may be heard by PCs.

The Cold Prince

The fairy lord who ruled all Dolmenwood, before the arrival of mortals.

- ▶ **Eternal winter:** Under his rule, the forest lay under an eternal cloak of frost and snow.
- ▶ **The war:** Nine centuries ago, mortals waged war against the fey armies of the Cold Prince vying for control of Dolmenwood.

Sir Chyde

In the midst of the war, the fabled hero fell in love with a woman called the Lady of the Wood.

- ▶ **The Lady of the Wood:** A sorcerous maiden of mysterious origin.
- ▶ **First meeting:** They met in the deeps of Dolmenwood.
- ▶ **The betrothal:** The two pledged their hearts to one another, exchanging rings of engagement.

The Cold Prince Defeated

The mortal armies were victorious, and the Cold Prince was exiled into his dominion in Fairy.

- ▶ **Ever-looming threat:** Every year, in winter, the magic that banishes the Cold Prince weakens and frigid winds whisper of his desire to reclaim his kingdom in the mortal world.

The Death of Sir Chyde

The knight was slain in the final battle of mortal and fairy on the hills of the High Wold.

- ▶ **Dying wish:** Sir Chyde insisted on being interred in a tomb deep in the forest.
- ▶ **The fate of the Lady:** She was never seen again. Some say she died in the depths of the forest, in the glade where she and her love first met.

Deeper Investigation

If PCs spend time and money to employ sages, seek out obscure tomes, or consult with oracles, they may be able to divulge some of the true story of the knight and the princess. Each of the following facts requires a significant research effort.

- ▶ **The identity of the Lady of the Wood:** Sir Chyde's betrothed was in fact a fairy princess. Theirs was a forbidden love.
- ▶ **The ring:** The ring which Sir Chyde wore was a magic item from Fairy. It bound his soul to that of the Lady.
- ▶ **Grave goods:** Sir Chyde was buried with the following items of note: the sword with which he slew the fairy giant Butter-for-Bones, his moonstone engagement ring, the portrait of the Lady that he had commissioned.
- ▶ **The sealing of the tomb:** Sir Chyde's tomb was a site of pilgrimage for many years, until a series of hauntings caused the Church to place magical wards and seal it off.

Dolmenwood Core

The Two Realms

The forest of Dolmenwood lies in a region of the mortal world where the immortal realm of Fairy—homes of elves, sprites, pooks, goblins, and all manner of sinister and mirthful creatures—is close at hand.

This parallel world, sometimes known as Elfland (though that is something of a misnomer—elves are not the sole denizens of Fairy), is endless and timeless, beyond the comprehension of mortals. It lies adjacent to the mortal world, so close that the laughter of its denizens may be heard drifting through the glades of Dolmenwood, but at once so far removed as to be intangible to those of mortal birth.

Only at a few special places or times do the two realms overlap, allowing transit back and forth. (One such location may be encountered in this adventure.)

Fairies

Those races whose members originate in the undying realm of Fairy, are collectively known as *fairies*. The vast majority of fairies never cross the subtle threshold that separates their realm from the mortal world (and indeed would never dream of doing so). However, some individuals do enter the mortal world, upon occasion, and some even gain a taste for the place and tarry for extended periods. The fairies who may be encountered in Dolmenwood are typically those of unusual bent (romantics, obsessives, or megalomaniacs) or those who have been outcast from their native realm.

Languages

The following languages are used in Dolmenwood:

- ▶ **Woldish:** The equivalent of the common tongue in Dolmenwood.
- ▶ **Old Woldish:** An ancient dialect of Woldish that is largely incomprehensible to speakers of Woldish.
- ▶ **Drunic:** The secret language of the mysterious Drune.
- ▶ **Liturgic:** The sacred language of the Church of the One True God.
- ▶ **Sylvan:** The common language of fairies and fairy-kin in Dolmenwood. Mortals speaking it invariably sound like fools.
- ▶ **High Elfish:** The language of fairy nobility. Utterly unfathomable to mortals.
- ▶ **The Immortal Tongue of Fairy:** The ancient and reality-bending language known only to the most ancient and dreadful of fairies.

Outside the Mound

Random Events *(1-in-6 chance every five minutes)*

1. A PC suddenly spots a **ghostly, violet-eyed owl** gazing upon him or her from a high branch. The PC must succeed on a DC 12 Wisdom saving throw or fall unconscious for 1d6 rounds.
2. 1d4 **tipsy goblin merchants** with lanterns climb cautiously out of a trapdoor in the forest floor. They have stepped into Dolmenwood from Fairy, seeking rare night-fruits. (See *Dolmenwood Goblin*, p26.)
3. A **gust of wind** whips the branches of the trees into a frenzy. PCs within 10 feet of the trees must succeed on a DC 12 Dexterity saving throw or be struck for 7 (2d6) bludgeoning damage, or half as much on a successful saving throw. Flames sputter and may go out: torches 4-in-6 chance, lanterns 2-in-6.
4. A **huge, warty toad** creeps over, eyes the PCs quizzically, and utters a single, croaking word: "Betrayal".

1. Approaching the Burial Mound

Tangled Forest

Brambles (half burying the paths).

Twisted trees (seem to close in around as PCs pass by, blocking their way out).

Burial Mound Looms Ahead

Flat-topped hillock (evidently man-made).

Atmospherics

Nearby mumbling (incomprehensible voices, from area 2).



2. Sacrifice at the Whything Stones

Stone Circle

Rune-etched (eldritch markings which reflect moonlight). **Mossy** (clad with dangling beards).

2 Hooded Men

Mumbling incantations (in an odd tongue). **Knife held aloft** (silver, curved). **Black cloaks** (and hoods). **Golden torcs** (in the form of owls).

- **Initial behaviour:** Regard the arrival of (peaceful) strangers as auspicious: may offer PCs a role aiding the sacrifice.
- **Names:** Dolmbrace, Haithion.
- **Know:** That the burial mound is that of Sir Chyde, hero of the ancient war against the Cold Prince. (The Drune sect which the hooded men belong to also assisted in the war, so they respect the sanctity of the tomb.)
- **Possessions:** Golden torc (100gp each). Gnarled staves. 2d20sp each. Skins full of spiced wine. Haithion has a curved, silver knife and a copper urn.

1 Young Woman

Bound (to the central stone). **Wild-eyed** (ecstatic, possibly under the influence of a drug or potion). **Face daubed** (with glowing blue paint). **Clad in black** (lacy gown). **Red hair** (braided).

- **Initial behaviour:** Does not wish to be “rescued”—she is a willing sacrifice to the Big Chook. (Big Chook is a monster that is said to lurk in the murky depths of the great Lake Longmere.)
- **Name:** Briar-Anne.
- **Combat stats:** Treat as normal **commoner**; speaks Woldish.

The Ritual

- **Duration:** If left to run its course, the ritual takes a further hour.
- **Culmination:** The woman’s throat is slit with a curved, silver knife. The hooded men collect her blood in a copper urn and depart.
- **Aftermath:** The woman’s body is left to be devoured by forest beasts.

GM’s Note

Particularly if you or your players are new to the old-school style of gaming, it should be noted that not all encounters are made to be “won.” Attacking the drune ritualists has a very high chance of annihilating a low-level party! It is recommended that the GM let the players know that these are powerful adversaries. Their characters have heard rumour of this cult: that they are one of the most powerful factions in Dolmenwood, greatly feared for their occult powers, and are not to be meddled with.

A knee-jerk “stop the evil cultists” reaction by the PCs is to be expected, though. If the PCs charge at the drune, consider having Briar-Anne shout at them and tell them to stop interfering with her moment of glory. If they proceed after that, feel free to unleash the full power of the drune ritualists—some players only learn through pain that the whole world is not just made to be challenge-scaled for their PCs. If you, on the other hand, feel particularly merciful, you may have only one ritualist attack, and have the other retreat, the ceremony now being ruined. Of course, the players will now have made a powerful enemy in the Drune...

Hooded Men (aka Drunes)

The “hooded men” or “watchers of the wood” are a cult of arcanists who jealously guard the stone circles and ley lines of Dolmenwood. Common folk are terrified of their occult machinations, including kidnapping and rumours of human sacrifice. They are not to be meddled with.

Drune Ritualist

Medium humanoid (human), neutral

Armour Class 13 (16 with *mage armour*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9	16	14	17	12	11
(-1)	(+3)	(+2)	(+3)	(+1)	(+0)

Saving Throws Con +5, Int +6

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 14

Languages Drunic, Old Woldish, Sylvan, Woldish

Challenge 5 (1,800 XP)

Drunic Magic. These drune ritualists have their magic energies entangled in the ceremony in progress, meaning they have fewer slots available than usual. The drune ritualists are 6th-level spellcasters (spell save DC 14, +6 to hit with spell attacks). The drune ritualists’ spellcasting ability is Intelligence.

- **Cantrips (at will):** *blade ward, dancing lights, friends.*
- **1st level (2 slots):** *charm person, magic missile.*
- **2nd level (2 slots):** *hold person, phantasmal force.*
- **3rd level (1 slot):** *hypnotic pattern, major image.*

Actions

Green Flame-Wreathed Staff. *Melee*

Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 2 (1d6-1) bludgeoning damage. The target must succeed on a DC 13 Dexterity saving throw or catch fire, being wreathed in green flames. A target aflame takes the drune ritualist’s choice of either 3 (1d6) fire damage, 3 (1d6) acid damage or 3 (1d6) necrotic damage at the start of their next turn; thereafter the flames on the burning target sputter out. Another creature, but not the target aflame, can use their action to quench the magical flames harmlessly before they inflict their damage.

Conjure Dolmen (Recharge 6). The drune ritualist conjures forth a standing stone from the earth, dropping it on a single target within 30 feet. The drune ritualist makes a ranged spell attack, and on a hit, the target must succeed on a DC 14 Dexterity saving throw, or take 17 (4d6 + 3) bludgeoning damage and be trapped below the massive stone, or half as much and not trapped on a successful saving throw. A trapped target is prone and has its speed reduced to 0 as though restrained. The target or another creature can use their action to attempt to free the target from the stone, which takes a DC 17 Dexterity or Strength check. The stone is completely real and makes the square into which it fell difficult terrain.

Full Drune Spell Array

When they do not have their spell slots reduced by the ceremony, the drune ritualists usually have four 1st level slots, and three 2nd and 3rd level slots available. If you want to increase the challenge of the Drune as presented, consider tweaking the recharge of **Conjure Dolmen**.

3. Tomb Entrance

Door

Granite slab (seals the mound).

Overgrown (covered in lichen and sweet-smelling wild roses).

► **Moving the slab:** The slab can be moved by a successful DC 20 Strength check. The check is made at advantage if at least 2 creatures cooperate.

► **Breaking the slab:** The slab has 60 hit points and a damage threshold of 5. If the ritual in area 2 is still underway, the drune are not happy about the noise.

4. Worm Hole

A Hole in the Earth

2' wide (barely). **At the edge of the mound** (burrows into the earth beneath).

► **Illuminating the hole:** Reveals the hole to descend 15 feet to a chamber (area 10).

► **Making noise:** Attracts the **worm-tongues** that lurk inside (see area 10).

► **Crawling down:** Disturbs the **worm-tongues** that lurk inside (see area 10). The hole emerges after 15 feet in area 10.

Slime Trails

Gooey (like petroleum jelly). **Opalescent** (largely transparent).

► **Tracking:** The trails lead from the hole into the woods and back. A DC 10 Wisdom (Survival) check, can clearly discern trails of three slug- or worm-like creatures. On a failure, the check still notices the trail, but can't identify the number of creatures involved.

► **Touching:** A slight acidity can be detected, if the slime is touched with bare flesh. (This is not enough to cause damage.)

Stairs into the Mound

Descend 20 feet (into the earth). **Dusty** (caked with centuries of undisturbed dust). **Deathly silence** (disturbed by PCs' footsteps). **Dank smell** (moist and mouldy).

► **If examined:** DC 12 Intelligence (Investigation) or Wisdom (Perception) notices scratches. Looks like something heavy was dragged up the stairs (a long time ago).





The Burial Mound

Random Events *(1-in-6 chance every five minutes)*

1. A vision of a beautiful woman, dressed all in white, with a star upon her brow. She appears in empty space and says “The ring... The ring holds the key... My eternal salvation”, before disappearing into mist.
2. The sound of **hounds baying**, echoing through the crypt.
3. The 2 **dancing skeletons** from area 8, waltzing through the air on a tour of the tomb.
4. 1d3 **wormtongues** break through wall or ceiling, hungry for living flesh. (See *Wormtongues*, p19.)

5. Hall of Guardians

Atmospherics

Musty (dank, stifling air). **Wet** (ceiling and walls).

4 Animated Religious Objects

Standing on plinths (in the corners of the room). **Mouldy** (covered with mustard-coloured fur).

- **Items:** All about 1 foot tall. A silver crucifix (200gp), a wooden statue of a cherub, a holy book, a huge candle.
- **Initial behaviour:** If a non-Lawful character sets foot in the room, the objects slightly enlarge, float into the air, and attack.

Dusty Floor

- **If disturbed:** Movement in the room reveals colours beneath the dust.
- **If cleared:** A mosaic is revealed, along with scratches on the floor
- **The mosaic:** Depicts Sir Chyde atop a white charger, piercing the heart of a fairy knight with his sword. An inscription in Old Woldish reads “Here lies the noble Sir Chyde, slayer of Frost, defender of the King”. Speakers of modern Woldish (i.e. the common tongue) can recognise the name and the words for “Frost” and “King”.
- **The scratches:** Looks like something heavy was dragged from area 7 (a long time ago).

Double Doors

Heavy stone (streaked with damp). **Inscription** (deeply cut, “The Most Dear”).

Animated Religious Objects

Animated Religious Objects

Small construct, lawful neutral

Armour Class 17 (natural armour)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12	15	11	5	5	1
(+1)	(+2)	(+0)	(-3)	(-3)	(-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages Liturgic, Woldish

Challenge ¼ (50 XP)

Antimagic Susceptibility. The religious objects are incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the objects must succeed on a Constitution saving throw against the caster’s spell save DC or fall unconscious for 1 minute.

Bound. If the religious objects are removed from the complex, they cease to be animated, even if later returned to the mound. Clever players may trick them.

Doom and Gloom. While animated, the objects speak in shrill, sanctimonious tones and scold the PCs for their misdeeds, including entering the tomb. Subject to the GM’s discretion, this may mean that a superstitious or particularly devout character must succeed on a DC 10 Wisdom saving throw or be frightened for 1d6 rounds.

False Appearance. While the religious objects remain motionless and aren't flying, they are indistinguishable from a normal crucifix, cherub statue, holy book and candle, respectively.

Mouldy. All religious objects are covered in mould. If an animated religious object is reduced to 0 hit points, it emits a quickly dispersing burst of mould spores that affects all creatures within 5 ft. that breathe. Targets caught in the mould burst must succeed on a DC 14 Constitution saving throw or be incapacitated by a hacking cough. The target may repeat this saving throw at the start of each of the target's turn, ending the condition on a successful saving throw. A target that holds its breath is immune to the burst of mould and doesn't have to save.

Vulnerable to Faith (or Hypocrisy). A character may use their action to start countering the sermonizing of doom and gloom by succeeding either on a DC 16 Intelligence (Religion) or DC 14 Charisma (Deception) check. The objects are pretty stupid, but fanatical. On a success, the objects cease hostilities. Subject to the GM's discretion, particularly devout clerics or paladins may have advantage on the Intelligence (Religion) check.

Actions

Variable attacks. The attacks of religious objects depend on their nature.

Book Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) bludgeoning damage. The target must succeed on a DC 10 Wisdom saving throw or be incapacitated until the start of its next turn, babbling incoherently.

Candle Burn. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) fire damage from heated wax.

Statue Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage.

Crucifix Impale. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 +1) piercing damage, and if the target is a cleric, druid or other divine spellcaster, they must succeed on a DC 12 Wisdom saving throw or lose one of their highest level unused spell slots for the day.



6. Blindfolded Statue

White Marble Statue

A **fair maiden** (long, flowing hair and robe, upon her brow a star). **Beseeching silence** (the statue is posed facing the stairs, with her finger raised to her lips). **Blindfolded** (a black cloth is wrapped around the statue's head, covering her eyes). **Round plinth** (also of marble, 3 feet across, 1 foot high).

► **Removing the blindfold:** The inside of the cloth is embroidered with golden crucifixes. It is worth 5gp.

7. Freezing Mirror

Freezing Mirror

Wondrous item, rare

Full-length (5 feet high). **Silver frame** (beautifully wrought, engraved with crucifixes and unicorns at play). **Hung from the wall** (behind the statue plinth).

► **Passing in front:** Target must succeed on a DC 20 Constitution saving throw or be frozen still, which behaves as the petrified condition.

► **Covering the mirror:** Bypasses the freezing effect.

► **Smashing the mirror:** The mirror has 20 hit points and is magical, having a damage threshold of 10.

► **Value:** 1,000gp material value.

► **Weight:** 60 lbs.

► **Removing from the tomb:** Its magical properties fade after one month.

► **Unfreezing people:** Holy water, *cure wounds*, or sunlight.

Stairs Down to Area 14

Pristine (finely cut stone, free of dust).

Tree-branch archway (stone carved into the likeness of interwoven trees, at the top of the stairway).

► **Illuminating the stairs:** Reveals the shimmering of reflections off water.

Empty Statue Plinth

White marble (round, 3 feet across, 1 foot high). **Scratches on the floor** (as if a heavy statue was dragged away, towards area 5).

Stairs Down to Area 14

Pristine (finely cut stone, free of dust).

Tree-branch archway (stone carved into the likeness of interwoven trees, at the top of the stairway).

► **Illuminating the stairs:** Reveals the shimmering of reflections off water.

8. Family Crypt

2 Floating Skeletons

Dancing (arm in arm, slowly waltz in mid-air above the fissure in the floor).

Slick with moisture (covered with **slime vapour**—see overleaf). **Jewellery** (one wears a pearl necklace, the other a gold medallion, worth 500gp each).

- ▶ **Initial behaviour:** Welcome strangers to join the dance. Attack vehemently if any of the coffers are disturbed.
- ▶ **Language:** Can speak old-fashioned Woldish (i.e. Common—not Old Woldish) in a distant whisper.

Stone Coffers

A and B lie open (lids are pushed aside). **Tarnished brass plaques** (at the foot).

Brass Plaques on Coffers

Portraits (engraved). **Names** (along with a relationship to Sir Chyde).

- ▶ **A:** Lady Amaranda (mother): Tall, elegant, stick-like, big nose, holding a book.
- ▶ **B:** Lord Brigforwith (father): Stocky, round head, chunky beard.
- ▶ **C:** Brandywith the Good (elder brother): Bespectacled, head bowed, leaning on a staff.
- ▶ **D:** Brigford the Wise (younger brother): Chainmail, hound at his side, bow in hand.
- ▶ **E:** Emaline the Chaste (sister): Petite, mourning veil, cradling a cat.

Inside the Coffers

- ▶ **A, B:** Empty.
- ▶ **C:** A skeleton with an ash staff.
- ▶ **D:** A skeleton dressed in rusted mail.
- ▶ **E:** Two skeletons: one human, one feline.

Fissure in the Floor

See overleaf.

Floating Skeletons

Use the **skeleton** stats, with the following modifications:

Change alignment to chaotic neutral.

Speed fly 30 ft.

Weightless Dance. A floating skeleton that takes the hand of another creature and dances with it makes the creature weightless and dances along with it. Additionally, any melee weapon that successfully hits a floating skeleton becomes weightless until the end of the wielder's next turn, imposing disadvantage on further attack rolls.

Replace **Attacks** with:

Weightless Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage. A target successfully hit by a floating skeleton must succeed on a DC 10 Strength saving throw or become weightless until the end of their next turn, floating towards the ceiling at a rate of 10 ft. per round. Being weightless imposes disadvantage on all attack rolls and Strength and Dexterity-check based saves and ability checks for a creature incapable of flight. Flying creatures take no penalties and don't have to save.

Fissure in the Floor

Indeterminate depth (upon first glance).

Sheets of slime (transparent, dripping from a hairline crack in the ceiling above. See the **slime vapour**).

► **Looking down:** PCs who gaze into the fissure catch glimpses of glimmering light below, like sunlight reflected off snow. A DC 15 Intelligence (Arcana) check warns PCs that this may be a portal to Fairy.

► **Delving:** People or objects that descend more than 15' into the fissure drift down from the sky, snowflake-like, in Fairy (area 15). Climbing down the fissure in a controlled manner requires a DC 15 Strength (Athletics) check. Though the fall seems long, it is harmless.

The Slime Vapour

Sheets of slime (transparent). **Drips into the fissure** (from a hairline crack in the ceiling). **Coats the skeletons** (their eternal rest was disturbed by the slime).

► **Touching with objects:** The object becomes weightless for a moment.

► **Touching with flesh:** On a failed DC 20 Dexterity saving throw, slime rushes over the PC's whole body in an instant, coating them with a thin layer. The PC becomes lighter than air, drifting up to the ceiling, with no control over his drifting flight, though a DC 15 Strength (Athletics) check made at disadvantage may allow for limited "swimming" along the ceiling at half speed (rounded down to the closest 5-foot increment). This is permanent, unless the slime is removed by a delicate scraping operation that requires a DC 15 Wisdom (Medicine) check. On a failure, the target takes 7 (2d6) slashing damage from the slime-scraping. Alternatively, the tongue of a talking toad and blood from a wound struck by a tree may be used to clean the target, which is known on a DC 15 Intelligence (Nature) check. The slime may also be removed via *dispel magic*.

9. Chapel of St Sedge

Wooden Pews

Decaying (with age, once solidly built).

Stone Altar

Statue of St Sedge (a holy crusader holding a thick, red candle aloft). **Dried wax** (red, has dripped down the statue onto the altar). **Velvet cloth** (disintegrating).

► **Lighting the candle:** Wind rushes. Distant neighing and cries of victorious battle.

Ragged Tapestry

The gates of heaven (Sir Chyde and St Sedge meeting in death).

► **Concealed behind:** A wooden door, locked and swollen with damp. The door can be opened with a DC 15 Dexterity (thieves' tools) check. After that, a DC 15 Strength (Athletics) check can wrench the door open.

10. Abandoned Priest's Quarters

Door

Wood swollen (with damp). **Locked**.

Collapsed Wall

Rubble (piled in the corner). **Dark earth** (behind the collapsed stonework). **Narrow tunnel** (2 feet wide, delves upwards).

- **In the tunnel:** 3 **wormtongues** lurk.
- **Crawling up:** Leads to area 4.

3 Wormtongues

Squirming, tongue-like worms (dark pink, bumpy). **4 feet long** (thigh-thick). **Tooth-ringed mouths** (like lampreys). **Eyeless** (attack by taste). **Lurking** (tunnel by the collapsed wall).

- **Initial behaviour:** Disturbed by noise in the room. Ravenously attack.

Mouldy Writing Desk

Decaying wood (carved with angels).

- **Locked drawer:** Easily smashed open.
- **Inside the drawer:** An old, mould-covered book—pages stuck together with damp, indecipherable.
- **Inside the book cover:** A brass sheet, inscribed with a pastoral poem about Sir Chyde hunting with his favoured dogs. One of the dogs is named: Flaegr.

A Loose Flagstone

See overleaf.

Wormtongues

Wormtongues

Small aberration, unaligned

Armour Class 14

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	18	14	1	12	1
(+1)	(+4)	(+2)	(-5)	(+1)	(-5)

Saving Throws Dex +6

Skills Perception +4, Stealth +6

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14

Languages –

Challenge ½ (100 XP)

Blind Senses. The wormtongue can't use its blindsight while unable to hear and taste with its tongue.

Accurate Sense of Taste. The wormtongue has advantage on Wisdom (Perception) checks that rely on taste.

Actions

Rasping Tongue. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+4) slashing damage. Additionally, a hit target must succeed on a DC 10 Dexterity saving throw or be covered in acidic saliva, taking 2 (1d4) acid damage at the start of each of its turns. A creature can use its actions to wash off the highly acidic saliva with about half a gallon of water.

A Loose Flagstone

- **Locating:** A DC 15 Wisdom (Perception) or Intelligence (Investigation) check will find it.
- **Underneath:** A small space containing a locked metal box.
- **The lock is trapped:** A DC 15 Wisdom (Perception) or Intelligence (Investigation) check notices that the lock is trapped with a poison dart; the trap may be disarmed with a DC 15 Dexterity (thieves' tools) check.
- **Inside the box:** A silver crucifix (50gp), a clerical scroll of *hold person*, a prayer book of stamped gold leaf (worth

500gp), a box of 20 holy wafers—preserved after all these years! (They are magical—each cures 1hp.)

Poison Dart

Mechanical trap

When a creature triggers the trap, it makes a ranged attack at +8 against the target handling the lock. A target that is hit takes 2 (1d4) piercing damage, and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save and falling unconscious for 1d6 minutes, or remain conscious and take half as much damage on a successful one.

II. Statues With Weapons

7 Statues of Footmen

Dark stone (smooth and finely carved).
Real weapons (in their hands, see below).

- **Flanged mace:** With a spiralling hilt.
- **Morningstar:** With 2"-long spikes.
- **Battle axe:** Engraved with a horse's head.
- **Warhammer:** Head shaped like a boar.
- **Longsword:** With wavy blood grooves. The sword is a *hubris blade*.
- **Halberd:** With a mouldy pennant.
- **Spear:** With serrated blade.

Hubris Blade

Weapon (longsword), rare

A weapon of fairy construction. You gain a +2 to attack and damage rolls made with this magic weapon. However, in combat, you must succeed on a DC 16 Wisdom saving throw or be filled with the haughty hubris of frost elves and be compelled to attack the largest or toughest target you can find. You can't willingly surrender or retreat until you have defeated this target, or until the target has surrendered to you.

Mould-Patched Walls

Yellow and purple (vivid fuzz).

- **Disturbing the mould:** Raises a cloud of spores in a 10-ft.-radius sphere. Breathing targets caught in the cloud of spores must succeed on a DC 14 Constitution saving throw or suffer 15 (6d4) poison damage and be incapacitated by a hacking cough for 1d4 minutes. On a successful save, the target is not incapacitated and takes only half damage. Holding one's breath renders one immune to the effects of the spores.

Faded Battle Mural

Sir Chyde (on horseback, in battle). **His right hand** (raised, obscured by mould). **Hounds** (two hunting hounds at his side, partially obscured by mould). **Fairy army** (arrayed against the knight).

- **The knight's hand:** If the mould is cleared (see above), PCs see a longsword with wavy blood grooves, surrounded with a white glow.
- **The hounds:** If the mould is cleared (see above), the name of one of the hounds is revealed on its collar (Chedr).

12. Hall of Hounds

Pillars

Relief carvings (scenes of holy war against fairies).

Double Doors

Massive stone (smooth surface). **Locked** (and warded by magic).

► **Examining:** A DC 15 Intelligence (Investigation) check notices an inscription in the stone: “Call to the Companions”. A DC 15 Intelligence (Arcana) check notes that the door is magical and that touching it without some sort of passphrase may be a bad idea.

► **The riddle:** Speaking the names of Sir Chyde’s hounds: “Flaegr and Chedr” (or vice versa) causes the doors to open.

► **Touching the doors:** Without speaking the answer to the riddle causes the stone hounds to animate and attack.

2 Stone Hounds

Chained (to the base of the door). **Larger than life** (6 feet tall).

Stone Hounds

Stone Hound

Medium construct, lawful neutral

Armour Class 17 (natural armour)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	12	13	3	10	1
(+4)	(+1)	(+1)	(-4)	(+0)	(-5)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic, poison, psychic, radiant

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages –

Challenge 1 (200 XP)

Antimagic Susceptibility. The stone hound is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the hound must succeed on a Constitution saving throw against the caster’s spell save DC or fall unconscious for 1 minute.

Chained. The magic that animates the hounds is interwoven with the chains that hold them. They can’t exit the room. Destroying a chain (8 hit points, damage threshold 5) immediately destroys the hound.

Keen Sense of Smell. The stone hound has advantage on Wisdom (Perception) checks that rely on scent.

Stone Seeming. While the stone hound remains motionless, it is indistinguishable from a statue.

Actions

Multiattack. The stone hound makes two melee attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

13. The Knight's Tomb

The Ghost of Sir Chyde

Pale (semi-transparent azure). **Thin** (drawn with age). **Armoured** (plate mail with helm visor raised). **Maudlin** (forlorn and love-lost). **Kneeling** (before the portrait).

- **Initial behaviour:** Beseeches PCs to help him join his beloved in Fairy (via the stairs in area 6 or 7) and finally take her hand in marriage, after centuries apart. Does not appreciate tomb robbers.
- **Wants:** A living person to take his ring (in the coffer) to the lower level of the tomb (area 14), where he believes his love awaits him.
- **Knows:** That the stairs in areas 6 and 7 allow entrance to Fairy, where the princess waits, imprisoned.

Stone Coffre

Carvings (a likeness of Sir Chyde, leaf patterns).

- **Inside:** Lays the skeleton of the knight.
- **Upon its wrists:** A pair of copper bracelets engraved with owls. Their eyes are amethysts. (Each bracelet is worth 1,000gp.)
- **Upon its finger:** A bronze band set with a moonstone, with fittings in the form of woven branches. (See *Sir Chyde's Binding Ring*, p35.) The ghost is tethered to the ring—he cannot exist more than 10' from it.
- **If the ring is removed:** The ghost disappears. This is only temporary, however—it is able to manifest once per day, haunting the one who stole the ring (see *Epilogue*, p34).
- **If the ring is crushed:** Its power ends. The knight's soul is released and disappears into the afterlife.

Hanging Portrait

A fair maiden (with long, flowing, blond hair and white robe, upon her brow a star). **Amid a stone circle** (the background depicts a scene PCs may recognise—the Whything Stones, area 2). **Grimed with dust** (aged and damp).

- **If restored:** Worth 1,500gp.

Silver Candlesticks

Floor-standing (4' tall). **Tarnished and blotchy** (after years entombed).

- **If cleaned:** Worth 200gp each.



The Ghost of Sir Chyde

The Ghost of Sir Chyde

Medium undead, lawful neutral

Armour Class 17 (natural armour)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	12	13	10	12	14
(+4)	(+1)	(+1)	(+0)	(+1)	(+2)

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical or silvered attacks

Damage Immunities cold, necrotic, poison

Damage Vulnerabilities radiant

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Woldish, Old Woldish, Sylvan
Challenge 4 (1,100 XP)

Ethereal Sight. Sir Chyde can see 60 ft. into the Ethereal Plane while on the Material Plane, and vice versa.

Incorporeal Movement. Sir Chyde can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage when ending his turn inside an object or creature.

Ring-Bound. The ghost of Sir Chyde is bound to *Sir Chyde's binding ring*. He cannot move further than 10 ft. from the ring's physical location.

Ring-juvenation. The ghost of Sir Chyde reforms fully healed at the stroke of the witching hour after being slain, adjacent to *Sir Chyde's binding ring*. He may only be put to rest if the ring is destroyed, if his love is slain, or if the pair are reunited.

Actions

Knight's Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Possession. A humanoid target who wears (just carrying it does not suffice) *Sir Chyde's binding ring* must succeed on a DC 16 Charisma saving throw, or be possessed by Sir Chyde; the ghostly knight disappears and the target is incapacitated and loses control of their body. Sir Chyde now controls the body, but that doesn't deprive the victim of awareness. Sir Chyde can't be targeted by any attack, spell or effect, except ones targeting undead, and Sir Chyde has no access to the target's knowledge, class features and proficiencies. The possession lasts until the body drops to 0 hit points, Sir Chyde ends it as a bonus action, or the ghost is turned or forced out by effects like *dispel evil and good*, whereupon Sir Chyde manifests within 5 foot of the body. Sir Chyde only uses possession as a last resort.

14. Warded Pool

Vaulted Chamber

Shimmering pool (fills the room). **Statue of a maiden** (in the centre of the pool, white marble, long, flowing hair and robe, upon her brow a star).

GM's Note

The **vaulted chamber** that characters perceive before passing through the ward is the bottom level of the tomb as it exists in the mortal world. The nature of reality has been warped here by the action of the ring of soul-binding, over the many centuries it has lain in the tomb. Fairy is now more present here than the mortal world.

The **wards** at the bottom of the stairs were placed by the Church when the tomb was sealed, in order to prevent further encroachment from Fairy.

At the Bottom of the Stairs

Ghostly candles (dozens, floating in mid-air). **Warding the way** (it is not possible to pass the bottom step without passing through the candles).

- ▶ **Fairy PCs:** Feel the presence of the ageless realm pressing against the ward, from the other side.
- ▶ **Passing through the candle ward:** (From area 6 or 7.) Characters feel a wave of religious awe. The perceived scene of the vaulted chamber dissolves and reforms into an outdoor scene with a white tower upon an island in a frozen lake—PCs appear in area 15.
- ▶ **Returning:** Characters who came from the tomb can pass back through the ward, but it is impassable to others.
- ▶ **Dispelling:** The ward is immune to fairy magic, but can be dispelled by magic wielded by non-fairies. The DC to dispel it is DC 20, and it is treated as the equivalent of a 9th level spell.

The Fairy Prison

Random Events *(1-in-6 chance every five minutes)*

1. 1d3 **frost elf knights**—guests of the princess—emerge from the forest on white chargers. (See *Frost Elf Guards/Knights*, p30.)
2. A laden sleigh pulled by white stags rushes out from the forest. The **goblin sleigh-rider** brings gifts to the tower: fairy fruits, ice wines, and a cauldron of steaming soup. (See *Dolmenwood Goblin*, p26.)
3. A **cawing white raven**. Brings a message to the princess, announcing the arrival of her friend, Lord Mantle-of-Runes.
4. A pack of 2d6 **winter wolves** creeps out from the forest's edge and sniffs around the lake, looking for prey. (Use **winter wolf** stats.)

15. Tower on a Frozen Lake

Wintry Glade

Bitter cold (shivering, breath condensing into streams of vapour). **2 feet deep snow** (covers the ground, pristine and crunchy). **Obvious tracks** (heavy, larger-than-human bootprints lead from the tower to the edge of the woods and back.). **Snowflakes** (drifting gently down). **Sparkling sunshine** (glints off the crystalline snow).

Frozen Lake

Ice-skating patch (cleared on the lake).
Frozen solid (down to 5 feet).

- ▶ **Walking on the ice:** DC 10 Dexterity (Acrobatics) check or fall prone and take 2 (1d4) falling damage when moving faster than ½ speed.

White Marble Tower

Solid door (unlocked, polished cherry wood, with black, iron fittings, 40 hit points, damage threshold 10). **Icy walls** (impose disadvantage on checks attempted to climb them; DC 20 Strength (Athletics) check, impossible without a climber's kit). **Frost-patterned windows** (5 hit points, can be smashed open from the outside). **Plume of smoke** (thin, bluish, rising from the summit).

Purple Crack in the Sky

Sticky, purple drips (occasionally fall from the crack, staining the snow).

Hoar-Clad Forest

Ominous fir-wood (heavy with snow). **Mossy corpses** (in the trees at the edge, food for the troll Grimmelgridge—see area 16).

- ▶ **Wandering in the forest:** Characters who wander in the treacherous fairy woods may encounter **giant spiders**, frost elves, or **winter wolves**.

Paths into the Forest

Ghostly candles (dozens, floating in mid-air). **Blocking the way** (it is not possible to step onto the paths without passing through the candles).

- ▶ **Passing through:** Characters who came from the tomb can pass through the ward (it is impassable to others), appearing at the bottom of the stairs in 14. 1d6 days have passed in the mortal world.
- ▶ **Dispelling:** The ward is immune to fairy magic, but can be dispelled by magic wielded by non-fairies. The DC to dispel it is DC 20, and it is treated as the equivalent of a 9th level spell.



16. Entrance Hall

The Doormen

Hulking, clay-like humanoid (the troll Grimmlegridge). **Palanquin on its back** (scarlet awnings). **Scrawny little rider** (the goblin Griddlegrim).

Furnishings

Garlands (white roses and pale blue forget-me-nots, hung around the room with ribbons). **Winter hats and coats** (dozens of each, bulging out from hooks around the walls). **Boots and ice skates** (lined up neatly on shoe racks). **Fireplace** (melting icicles burning with electric blue flames).

Atmospherics

Delicious aroma of baking (from the door to 17). **Muted voices** (from the stairs up to 18).

Griddlegrim (Goblin)

Scrawny (big head, spindly neck). **Dark grey skin** (warty and wrinkled). **Huge yellow eyes** (beady and penetrating). **Dressed in purple finery** (velvet). **Jovial** (with a whimsical sense of humour).

► **Initial behaviour:** Checks names of all who come to the door. Allows invited wedding guests to enter. Will let uninvited people in if they eat a shroom from his pouch.

► **The goblin's shroom pouch:** Is magical (see *Pouch of Limitless Fungi*, p36). Eating a mushroom invokes a magical effect.

Grimmlegridge (Troll)

Hulking, obese (10 feet tall). **Hairless** (clay-like flesh). **Hessian clothes** (ragged and filthy). **Bulging pouch** (moss-covered, humanoid bones). **Glowing** (moody simpleton).

► **Initial behaviour:** Does what Griddlegrim tells him. Secretly wants to squash PCs and add their fertile bodies to his moss-corpse collection at the edge of the forest (see area 15).

Dolmenwood Goblin

The goblins of Dolmenwood are natives of Fairy. In the mortal world, they are famed as tricksters, charlatans, and peddlers of fey oddments.

Dolmenwood Goblin

Small humanoid (goblinoid, fairy), chaotic neutral

Armour Class 14

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	16	10	12	8	14
(+1)	(+3)	(+0)	(+1)	(-1)	(+2)

Skills Stealth +6

Damage Vulnerabilities bludgeoning, piercing and slashing damage from cold iron weapons

Senses darkvision 60 ft., passive Perception 9

Languages Sylvan, Woldish

Challenge 1 (200 XP)

Innate Spellcasting. The Dolmenwood goblin's innate spellcasting ability is Charisma (spell save DC 12). It can cast the following spells, requiring no material components.

- ▶ **At will:** *minor illusion, prestidigitation.*
- ▶ **3/day each:** *darkness, sleep.*
- ▶ **1/day each:** *charm person, phantasmal force.*

Silver Allergy. Dolmenwood goblins are pained and inconvenienced by the touch of silver. When hit by a silvered weapon, a Dolmenwood goblin is poisoned until the start of the attacker's next turn.

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Dolmenwood Troll

The trolls of Dolmenwood are mossivorous fairies. Their favourite delicacy is moss that has grown on the corpses of a sentient being. This leads them to murder.

Dolmenwood Troll

Large giant (fairy), chaotic neutral

Armour Class 15 (natural armour)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	13	20	8	10	10
(+4)	(+1)	(+5)	(-1)	(+0)	(+0)

Skills Intimidation +3, Perception +3
Damage Vulnerabilities bludgeoning, piercing and slashing damage from cold iron weapons

Senses **darkvision** 60 ft., passive Perception 13

Languages Giant, Sylvan

Challenge 5 (1,800 XP)

Keen Sense of Smell. The Dolmenwood troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The Dolmenwood troll regains 10 hit points at the start of its turn. If the Dolmenwood troll takes acid or fire damage, this trait doesn't function at the start of the Dolmenwood troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Silver Allergy. Dolmenwood trolls are pained and inconvenienced by the touch of silver. When hit by a silvered weapon, a Dolmenwood troll is poisoned until the start of the attacker's next turn.

Actions

Multiattack. The Dolmenwood troll makes two attacks with its mossy fists.

Mossy Fist. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target must make a DC 15 Constitution saving throw, or have mossy growths spread over their body on a failed save. While harmless, the growths are ugly and inconvenient, imposing disadvantage on all Dexterity and Charisma-based skill checks. The growths may be removed with a successful DC 10 Wisdom (Medicine) check that takes 1 minute to perform. On a failure, the target takes 7 (2d6 slashing damage) from the botched procedure.

17. Fairy Kitchen

Atmospherics

Delicious baking aroma (currants and spice). **Steam** (bubbling pots of broth).

2 Frost Elf Cooks

Chubby (short and stout). **Pearly eyes** (twinkling). **Blue skin** (frost-chilled). **Flustered** (but orderly).

- **Initial behaviour:** Shout orders, demanding PCs help carry more food up to the feast.
- **Know:** That the princess's guests await the arrival of Sir Chyde, her betrothed.
- **Defence:** When clearly outclassed, will use their cold sleep feature to “play dead.” A DC 20 Wisdom (Medicine) or Intelligence (Investigation) check sees through the ruse.

Furnishings

Fireplace (melting icicles burning with electric blue flames). **Cast-iron stove** (bubbling stockpots, currant buns in the oven). **Chunky table** (flour, pastry). **Pantry cupboard** (tall shelves stuffed with candied fruits, frozen game, ice wines).

- **Raiding the pantry:** The deeper one delves, the larger the pantry seems to be. PCs have a 1-in-6 chance per person per minute of finding something of significant value (2d10 × 10gp) if sold in the mortal world. Rare fairy wines, jellied dreams, sprite dust, tarts of infatuation.

Frost Elf Cooks

Use **commoner** stats, with the following modifications:

Frost elf cooks are Medium humanoids with the (fairy) and (elf) tags.

Cold Iron Vulnerability. Frost elf cooks are particularly susceptible to damage incurred from cold iron weapons. They suffer from vulnerability to bludgeoning, piercing and slashing damage incurred from cold iron weapons.

Darkvision. Frost elf cooks have darkvision 60 ft.

Silver Allergy. Frost elf cooks are pained and inconvenienced by the touch of silver. When hit by a silvered weapon, a frost elf cook is poisoned until the start of the attacker's next turn.

Cold Sleep. Frost elf cooks don't need to sleep. Instead, they can enter a state of suspended animation as an action, remaining stunned, but fully conscious while in cold sleep. Entering cold sleep covers a frost elf cook in a thick sheet of rime and ice, making the frost elf cook harder to destroy in this state, granting resistance to nonmagical piercing and slashing damage. Emerging from cold sleep is a strenuous activity and requires a full minute to shake off the rigidity of cold sleep.

Frigia's Caress. Hardened by an eternity spent in Frigia's harsh climate, frost elf cooks are immune to cold damage.

Keen Senses. Frost elf cooks have proficiency in the Perception skill.

Summer's Bane. Frost elf cooks are vulnerable to fire damage.

Languages Old Woldish, Woldish, Sylvan

18. Wedding Feast

Feasting Table

Amplly bedecked (with luxurious provender). **Roast swans** (stuffed with blackbirds). **Mountains of fruit** (dripping syrup). **Ice wines** (chilling in buckets). **Violet spirits** (in crystal decanters).

► **Eating or drinking:** Mortals who eat or drink must succeed on a DC 20 Wisdom saving throw or forevermore yearn to return to Fairy. This is a permanent curse also known as fairy melancholia, and may be broken by *remove curse* and similar magics. While it persists, the target has a 50% chance to suffer from disadvantage on either Wisdom or Charisma saving throws on any given day that is not spent towards actively working towards getting back to Fairy.

Guests

5 frost elf knights (proud, haughty, plate mail, lances at their sides). **7 frost elf nobles** (decadent, foppish, dabbing handkerchiefs, dressed in flouncy silk and lace). **Uncomfortably subdued** (quietly sipping wine). **Timeless** (the princess's guests have been waiting centuries).

► **Initial behaviour:** Ambivalent, but call the guards if disturbed.

► **Combat stats:** See overleaf.

4 Frost Elf Guards

Standing respectfully (at the edges, but will leap to action if needed).

► **Initial behaviour:** Escort uninvited guests to the princess (area 19).

► **Combat stats:** See overleaf.

Frost Elf Guards/Knights

Frost Elf Guards/Knights

Medium humanoid (elf, fairy), neutral

Armour Class 18 (frosty plate)

Hit Points 55 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	11	14	10	11	15
(+3)	(+0)	(+2)	(+0)	(+0)	(+2)

Saving Throws Con +4, Wis +2

Damage Immunities cold

Damage Vulnerabilities fire; bludgeoning, piercing and slashing damage incurred from cold iron weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages High Elfish, Old Woldish, Sylvan

Challenge 3 (700 XP)

Bored to Icy Hell and Back. The frost elf guards/knights have advantage on saving throws against being charmed or frightened. They will not attempt to enter cold sleep to avoid death.

Silver Allergy. Frost elf guards/knights are pained and inconvenienced by the touch of silver. When hit by a silvered weapon, a frost elf guard/knight is poisoned until the start of the attacker's next turn.

Actions

Multiattack. The frost elf guard/knight makes two melee attacks.

Spear of Ice. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 10 (2d6+3) piercing damage and 3 (1d4+1) cold damage, or 12 (2d8+3) piercing damage and 3 (1d4+1) cold damage if used with two hands to make a melee attack.



Frost Elf Nobles

Frost Elf Nobles

Medium humanoid (elf, fairy), neutral

Armour Class 13

Hit Points 36 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	16	10	12	12	18
(+1)	(+3)	(+0)	(+1)	(+1)	(+4)

Skills Acrobatics +5, Deception +6, Persuasion +6

Damage Immunities cold

Damage Vulnerabilities fire; bludgeoning, piercing and slashing damage incurred from cold iron weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages High Elfish, Old Woldish, Sylvan

Challenge 1 (200 XP)

Cold Sleep. Frost elf nobles don't need to sleep. Instead, they can enter a state of suspended animation as an action, remaining stunned, but fully conscious while in cold sleep. Entering cold sleep covers a frost elf noble in a thick sheet of rime and ice, making the frost elf noble harder to destroy in this state, granting resistance to nonmagical piercing and slashing damage. Emerging from cold sleep is a strenuous activity and requires a full minute to shake off the rigidity of cold sleep.

Ice-cold Ego. A frost elf noble is immune to being charmed. Additionally, when subjected to such an effect, the frost elf noble gains advantage on attacks made against the origin of the effect for one minute.

Innate Spellcasting. The frost elf noble's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells as though using 2nd level spell slots, requiring no material components:

► **3/day each:** *hold person*, *sleep*.

Silver Allergy. Frost elf nobles are pained and inconvenienced by the touch of silver. When hit by a silvered weapon, a frost elf noble is poisoned until the start of the attacker's next turn.

Actions

Icicle Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) piercing damage, and 3 (1d4 +1) cold damage.

Reactions

Live to Tell the Tale. If no other frost elves can see the noble and they are the last frost elf standing, they will use their reaction to being targeted by any attack, spell or effect to disincorporate into a flurry of snow that is blown away by a sudden influx of boreal winds. One of the snowflakes will feature the frost elf noble's face, containing their essence. The snowflake will be blown away to the Cold Prince. The correct snowflake can be discerned by a DC 20 Wisdom (Perception) check, caught by a DC 20 Dexterity (Sleight of Hand) check when pointed out. A caught snowflake melts, preventing the notification of the Cold Prince of what has transpired.

19. The Princess's Bedchamber

Princess Snowfall-at-Dusk

Beautiful (ageless, otherworldly). **Blonde hair** (the colour of the winter sun). **Pale skin** (scintillating like fresh snow). **Blue eyes** (crystalline). **Clad in white** (floaty gown). **Star on her brow** (a flashing crystal, bound with silver cord, worth 300gp). **Regal** (dignified, benevolent). **Resigned to her fate** (but not without hope).

- **Initial behaviour:** Excited at the possibilities strangers (especially mortals!) present.
- **Wants:** To be reunited with her love, Sir Chyde, who was tragically taken from her by his mortality. (See The Princess's Plea.)
- **Knows:** That Sir Chyde's soul lingers in his tomb. The names of his hounds (Chedr and Flaegr). That the warded paths into the forest lead to his tomb in the mortal world.
- **Magical ban:** Cannot leave the glade in which her tower stands (area 15), unless she renounces her love for Sir Chyde. The ban is also effective against magical summons or teleportation (e.g. the power of *Sir Chyde's binding ring* to physically unite the bound persons on nights of the full moon).

The Princess's Plea

- **Her wish:** She yearns to be reunited with her love, Sir Chyde.
- **Proposal:** The PCs return to the tomb and bring her the ring that lies in Sir Chyde's coffer. His soul will follow, bringing the two lovers together and allowing them to finally be married.
- **Possible rewards:** Jewels. A *wish* granted (see combat stats, below).

Furnishings

Canopy bed (veils of snow dust, decked with white wolf skins). **Dressing table** (jewellery boxes). **Wardrobe** (stuffed with coats and gowns). **Fireplace** (melting icicles burning with electric blue flames).

- **In the jewellery boxes:** 30 ice-jewels (200gp each), 12 necklaces of fairy silver (150gp each), a sapphire set in a platinum brooch wrought like spiky hoarfrost (1,000gp).
- **In the wardrobe:** 20 fur coats and 20 scintillating gowns (100gp each)—many more than should fit inside.



Princess Snowfall-at-Dusk

Princess Snowfall-at-Dusk

Medium humanoid (elf, fairy), neutral

Armour Class 15

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	20	12	14	12	22
(-1)	(+5)	(+1)	(+2)	(+1)	(+6)

Skills Deception +8, Insight +3, Intimidation +8, Persuasion +8

Damage Immunities cold

Damage Vulnerabilities fire; bludgeoning, piercing and slashing damage incurred from cold iron weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages High Elfish, Old Woldish, Sylvan, Woldish

Challenge 2 (400 XP)

Silver Allergy. Princess Snowfall-at-Dusk is pained and inconvenienced by the touch of silver. When hit by a silvered weapon, Princess Snowfall-at-Dusk is poisoned until the start of the attacker's next turn.

Innate Spellcasting. Princess Snowfall-at-Dusk's spellcasting attribute is Charisma (spell save DC 16). Princess Snowfall-at-Dusk can innately cast the following spells as though using 3rd level spell slots, requiring no material components:

► **3/day each:** *charm person, hold person, invisibility, sleep.*

Actions

Icicle Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) piercing damage, and 3 (1d4 +1) cold damage.

Royal Decree. Princess Snowfall-at-Dusk is of the frost elves' royal lineage, and as such, she may, exactly once in her life, grant the powers of a *wish*.

Epilogue

A Door to Frigia

- ▶ The tower in which Princess Snowfall-at-Dusk is imprisoned is located in an obscure reach of Frigia—the fairy kingdom of the Cold Prince.
- ▶ This region of Frigia has been drawn close to the mortal world, due to the power of *Sir Chyde's binding ring* over the centuries that it has lain in the tomb of Sir Chyde.
- ▶ The wards placed when the tomb was sealed prevent natives of Frigia from passing between the two worlds, but travel from Dolmenwood into Frigia is perfectly possible.
- ▶ PCs who discover this door into Fairy may wish to use it for any number of schemes beyond the scope of this adventure.
- ▶ The Cold Prince is ever seeking for ways to return to Dolmenwood, so such a door in his own kingdom would be a priceless discovery.
- ▶ The wards preventing access to the tomb from Fairy cannot be dispelled by fairy magic, but if a mortal could be persuaded to undo this magic...

The Covers Reunited

- ▶ If *Sir Chyde's binding ring* is brought from his tomb into Fairy, the two worlds will quickly start to drift apart. Within a day or two, the doorways between areas 14 and 15 will cease to exist—area 14 becoming once more a vaulted chamber with a pool.
- ▶ The reunion of the lovers does not undo the magical ban that keeps Princess Snowfall-at-Dusk imprisoned in the tower. Deeper magic or the intervention of the Cold Prince himself would be required for this.
- ▶ It is possible that Sir Chyde or the princess might find a way to contact the PCs in the future, asking for their aid in this matter.

The Ring Stolen

- ▶ If *Sir Chyde's binding ring* is removed from the tomb, the one who possesses it will be haunted by nightly visitations from the ghost of Sir Chyde.
- ▶ At first, the ghost will plead with the thief to return the ring, promising the generosity of his fairy bride.
- ▶ If the thief is stubborn in his or her refusal to cooperate, the ghost will become angry and violent and attempt to possess the target.
- ▶ Only by slaying the ghost or unbinding the ring (see following page) can the haunting be ended.

Magic Items

Sir Chyde's Binding Ring

Ring, very rare (requires attunement)

A fairy magic item that intertwines the souls of two beings.

- ▶ The person who possesses the ring can give it to another person, causing them to be bound. (A DC 20 Charisma saving throw to prevent this is allowed, if the target is unwilling.)
- ▶ The binding may only be undone if: the ring is destroyed, *remove curse* is cast on the ring or either of the bound persons renounces the binding; the one who gave the ring dies.

Effects on the Bound Persons

- ▶ The bound persons may communicate verbally via the ring, as long as they're on the same plane.
- ▶ If one of the bound persons is in the mortal world and the other in Fairy, the ring draws the two close together, narrowing the boundary between the two worlds.
- ▶ Upon nights of the full moon, the wearer of the ring may *teleport* the other person to them. This works across planar boundaries. For the space of one night, the two are united.
- ▶ If the wearer of the ring dies, his or her spirit cannot rest and will haunt the ring as a ghost. Such a ghost is only able to manifest in the presence of the ring (within 10 feet).



Pouch of Limitless Fungi

Wondrous item, rare

An innocuous-looking, burlap belt pouch stuffed with colourful mushrooms.

- ▶ No matter how many mushrooms are taken from the pouch, it is always full.
- ▶ The mushrooms do not have sufficient nutrients to count as a meal for the purpose of preventing starvation.
- ▶ The first time a character eats a mushroom each day, it has a random magical effect (roll 1d12—see below).
- ▶ Subsequent mushrooms that day make the character sick, bestowing one level of exhaustion, up to a maximum exhaustion level of 3.
- ▶ Unless noted, all effects are permanent, and may be negated by *remove curse*.

Random Shroom Effects

1. Target is affected as if subjected to the enlarge variant of *enlarge/reduce*. Lasts 1d6 minutes.
2. Target is affected as if subjected to the reduce variant of *enlarge/reduce*. Lasts 1d6 minutes.
3. Skin turns permanently purple.
4. Eyes shrivel up, target becomes blind. New eyes grow on palms of hands, 1 minute later. The character needs a free hand to see, and suffers from disadvantage on all ranged attack rolls made without at least two free hands.
5. All hair on body grows to 10' long.

6. Nose swells, grows a sour face, and becomes sentient. It is endlessly critical of the PC's actions. Roll on the sentient item alignment table for the nose's alignment. It has the wielder's Charisma modifier for the purpose of conflicts and attempting to take control of the character, but generally prefers nagging.

7. +1 to a random ability score, up to a maximum of 20. A given character can only ever benefit from this mushroom once.

8. Eyes enlarge and emit yellow light in a 30-ft.-cone.

9. Warm, fuzzy feeling. Automatically succeed on the next saving throw.

10. Flesh turns transparent for 1d6 hours. Character becomes proficient in Dexterity (Stealth) and even gains advantage on Dexterity (Stealth) checks, but only while completely naked.

11. Alternate weeping and hysterical laughter when spoken to. This makes verbal spellcasting and meaningful conversation impossible. Lasts 1d6 minutes.

12. Vomit up a stream of worms and maggots. The target is incapacitated for 1d6 minutes, and thereafter incurs one level of exhaustion, up to a maximum of 3. Furthermore, most creatures witnessing this will be grossed out. The character has disadvantage on all Charisma-based skill checks for 24 hours when interacting with creatures that saw them barf up a flood of worms and maggots. Subject to the GM's discretion, weirdos, worm-cultists, etc. may instead consider this to be a boon by their deity.



More Dolmenwood?

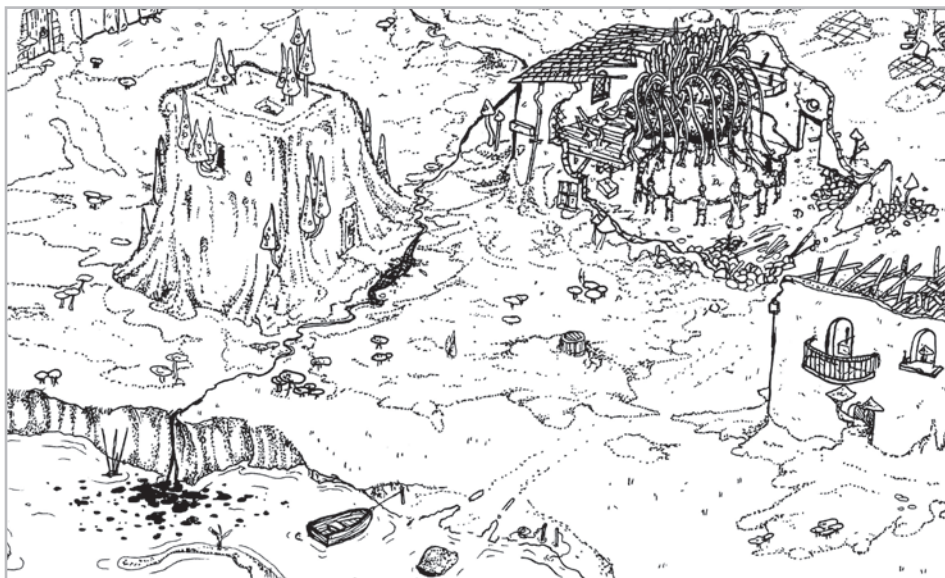
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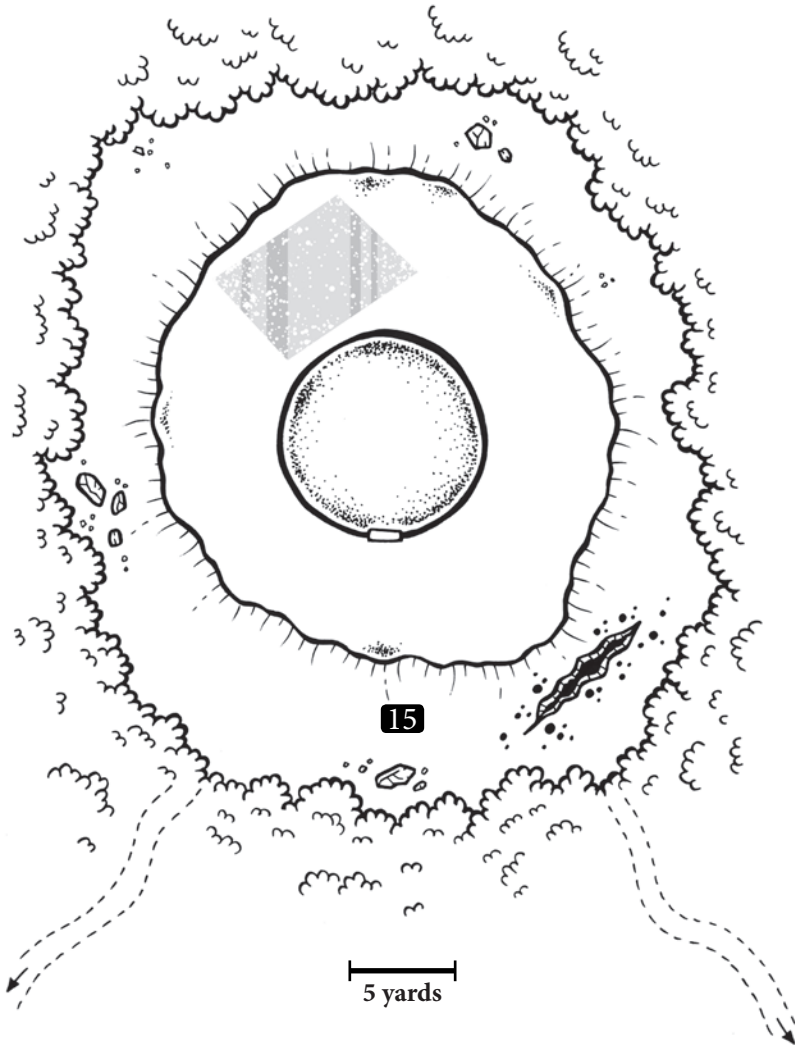
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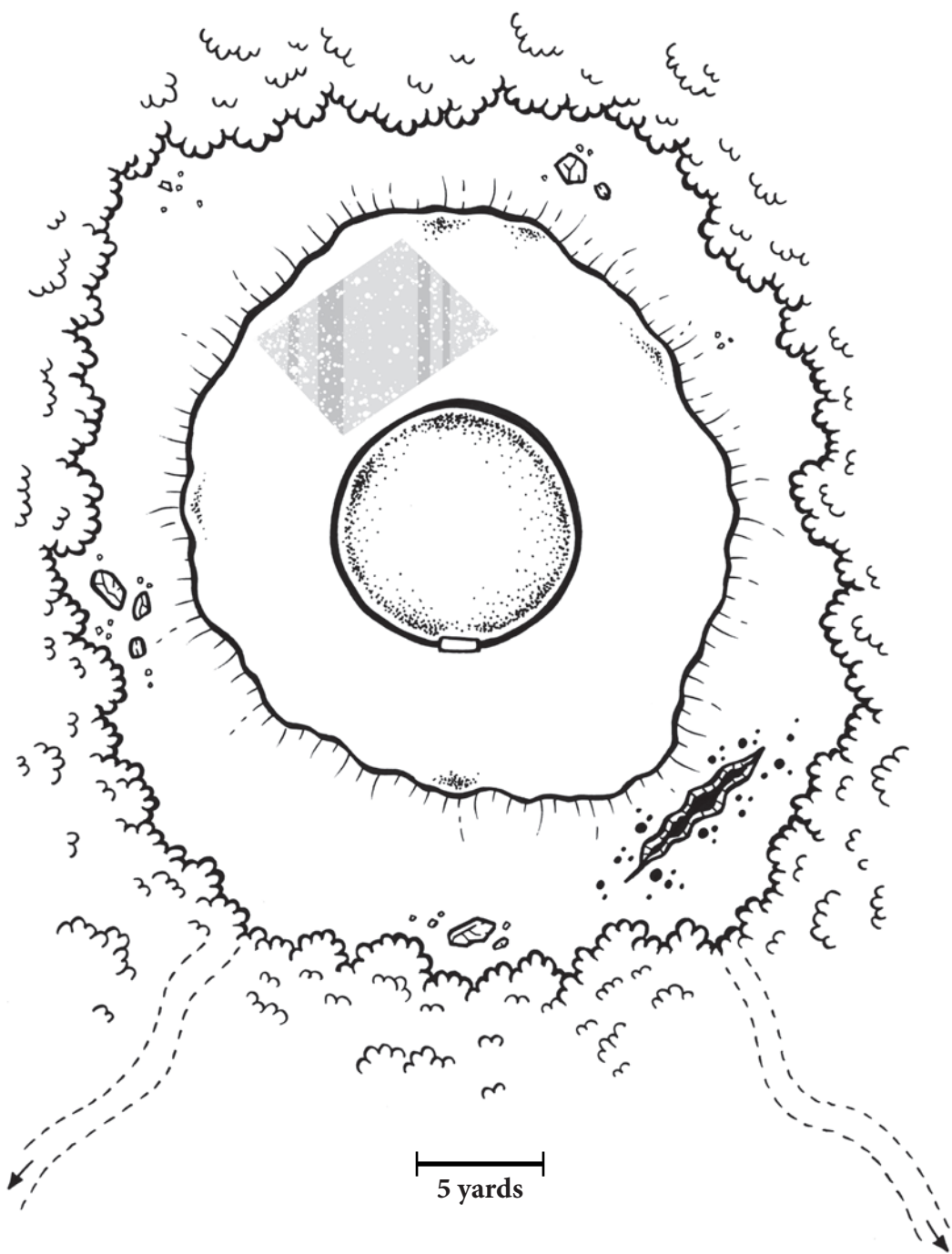
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The Fairy Prison

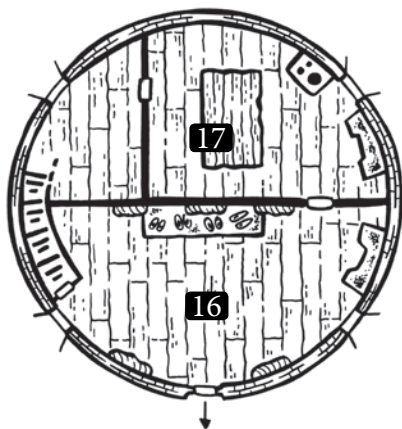


15. Tower on a frozen lake: Snow-clad glade in an ominous fir-wood. White marble tower (3 floors) in the middle of a frozen lake. Purple fissure in the sky. Ghostly, floating votive candles ward the paths into the forest. Passing through transports characters to the tomb (area 14). Those who did not originally come from the tomb cannot pass the wards.

Maps of areas 1-14 are located at the front of the book.

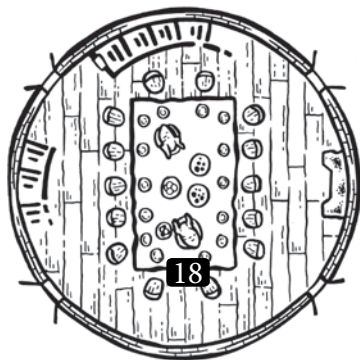


The Tower

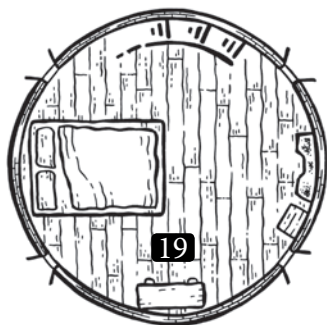


16. Entrance hall: Goblin doorman (Grid-dlegrim) riding on the back of a troll (Grimmlegridge). Smell of cooking from area 17. Garlands. Rows of cosy boots and coats. Visitors not on the guest list may be allowed entry if they eat a mushroom from the goblin's pouch.

17. Fairy kitchen: 2 frost elf cooks, bustling around baking. Pantry stuffed with fairy delicacies.

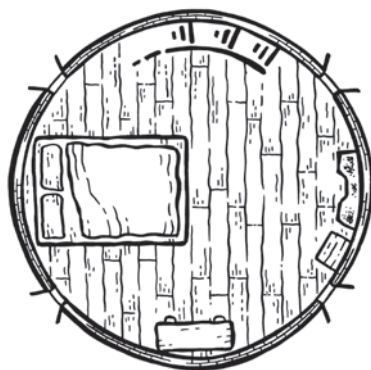
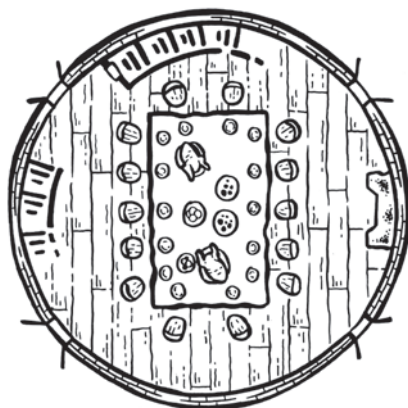
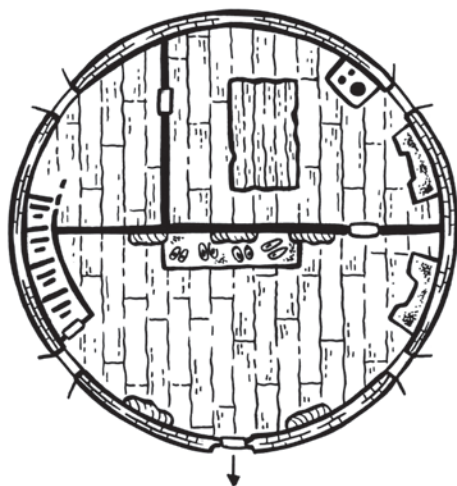


18. Wedding feast: 5 frost elf knights, 7 frost elf nobles sitting at feast. Table bedecked with luxurious provender. 4 guards at the edges of the room. Subdued atmosphere.



19. The princess's bedchamber: Princess Snowfall-at-Dusk. Excited to talk with strangers, especially mortals. Canopy bed veiled in snow dust. Jewellery boxes on dressing table.

5 feet



5 feet

Delve into the fairy-haunted forest of Dolmenwood

The tomb of an ancient
hero, lost in the tangled
depths of the woods.

A ring of standing
stones, guarded by the
sinister Drune cult.

A fairy princess who watches with ageless patience
from beyond the veil of the mortal.

A forgotten treasure that holds the key to her heart.



*A romantic fairytale dungeon adventure
for characters of 1st to 3rd level*



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