

Goat-Lords

The goatish noble houses which have ruled the High Wold since ancient times.

FACTION OVERVIEW

Houses Ramius, Murkin, and Malbleat

Three goatish nobles currently rule over large portions of the High Wold: the powerful and respected Lord Ramius, the belligerent Lord Murkin, and the sadistic Lord Malbleat.

Earliest Mortals in Dolmenwood

The origins of the race of goatfolk are lost in antiquity. They have lived in the environs of Dolmenwood for as long as any records show, and were the first race of mortals to dwell under the forest's frost-rimed boughs, in ancient days when the Cold Prince ruled supreme.

Ancient Nobility

The goat-lords hold their distant forebears to be those bold few longhorns who ventured into the ice-clad courts of the Cold Prince and pledged him their fealty, desiring the elevation of their own kind. These early days among the high-born of Fairy instilled in the longhorns a love of all that is noble, a proclivity which drives them to this day.

Age-Old Enemies of the Drune

Following the betrayal of the Drune by the female longhorn Hraigl, some 1,500 years ago (see *History*, p16), a bitter hatred between Drune and goatfolk has smouldered.

Sorcerous Blood

In addition to their political might, longhorns possess a degree of sorcerous power, surmised to derive from their ancient dealings with the Cold Prince. The gaze of the goat-lords is greatly feared among the ranks of human aristocracy. It is common for petty lords to enlist sorcerous aid when required to attend the court of a goat-lord.

In the Service of the Duchy

For many centuries, the goat-lords have been counted among the noble houses loyal to the Duke of Brackenwold, ruling in the High Wold side by side with humans. Indeed, intermarriage between goatish and human nobles is not unheard of in the High Wold, though the offspring of such unions are usually feeble-minded.

Notionally Worship the One True God

The goat-lords and their subjects are notionally aligned with the Church, though in truth their loyalty is born out of political convenience, rather than devotion. It is sometimes noted that the feeling may be mutual—no goatfolk saints exist within the pantheon of the blessed.

Obstinately Patriarchal

Despite tracing their origins to their vaunted female ancestor Hraigl (see *History*, p16), longhorn nobility is strictly patriarchal. No goatfolk house has ever had a female head.

Lord Murkin's Aggressions

Lord Murkin has eyes on the lands of his southerly neighbour—the human House Nodlock—and is amassing troops near the border. Only the protection of Lord Ramius (whom Lord Nodlock is a lackey of) prevents outright war.

House Ramius Divided

Twenty-two years ago, unearthed genealogical documents purportedly revealed Lord Malbleat as the rightful head of House Ramius, through his mother's line. Lord Ramius' interpretation of the documents naturally differed, and a feud ensued, growing quickly to violence. Baron Hogwarsh (then a mere youth) intervened, ruling that the lands of House Ramius should be divided. Malbleat was granted the eastern portion and Ramius the western.

THE GOAT-LORDS' SCHEMES

Vanquish Rival Goat-Lords

The goat-lords are greatly occupied with bitter in-fighting, with petty familial rivalries amplified to blood-feud and vendetta. Each goat-lord wishes to achieve dominance over his kin, whether by political subjugation, warfare, or sorcery. The goat-lords' scheming to outdo one another largely hinders the advancement of their shared goals.

Maintain Lordship of the High Wold

At many points in history has an imperious human noble of one kind or another emerged to challenge the goat-lords' right to dominion in the High Wold. Always have the tenacious goat-lords prevailed, but the risk of outside meddling in the tradition of goat-rulership in the region remains.

Extend Goat-Country Southwards

Collectively, but primarily as individuals, the goat-lords seek to reverse the trend of the gradual human domination of the High Wold and extend their rule further south. Each of the goat-lords has his eye on the courts of High-Hankle and the throne of the foolish Baron Hogwarsh.

Destroy the Drune

The goat-lords hate the Drune for their power and arrogance, and covet the lands of Dwelmfurgh which the sorcerers rule. They seek to eradicate the Drune from the High Wold and, ideally, from the whole of Dolmenwood.



ENCLAVES OF THE GOAT-LORDS

Kolstoke Keep (0208)

Seat of Lord Murkin, a longhorn/human hybrid driven by his hatred of Lords Ramius and Malbleat.

Garnack's Tower (0309)

Home of the obese longhorn Garnack the Horse, a longhorn hedge knight who hires out the services of his troops to the highest bidder.

The Hamlet of Galblight (0409)

A community of shorthorns, ruled over by Cabruc the Crowner, servant of Lord Ramius.

Castle Everdusk (0410)

Home of Lord Ramius, most powerful of the goat-lords.

Redwraith Manor (0709)

Home of Ramius' half-brother, Lord Malbleat, who rules over the eastern reach of the High Wold, as far as Dreg.

The Hamlet of Shagsend (0708)

A fortified community of shorthorns, ruled over by Hoblewort the sorcerer, servant of Lord Malbleat.

The Town of Lankshorn (0710)

A human market town located a few miles to the south of Redwraith Manor. Lankshorn is firmly under the control of Lord Malbleat, who makes frequent visits.

The Village of Dreg (1110)

A human fishing village and trading port at the far eastern extent of Lord Malbleat's domain. It is a well-known reality in Dreg that Madame Shantywood (ruler of the independent Shantywood Isle) has more political clout here than Lord Malbleat or the mayor.

TODO Illustration

MEMBERS AND ORGANISATION

Goat-Lords

The goat-lords themselves—Lords Malbleat, Murkin, and Ramius—longhorns of ancient stock, proud and arrogant.

Longhorns

The goatish elite, consisting of the longhorn courtiers and knights under the command of the goat-lords.

Shorthorns

Members of the goatfolk serving class fill the roles of household servants, cooks, messengers, groundskeepers, hunters, guards, and soldiers.

GOATISH NAMES

d20	Male	Female	Surname
1	Addle	Berrild	Blathergripe
2	Aele	Clover	Bluegouge
3	Blocke	Crewwin	Bockburrough
4	Braembel	Draed	Bockstump
5	Broob	Ellip	Elbowgen
6	Crump	Fannigrew	Forlocke
7	Curlip	Frاندorup	Hwodlow
8	Eleye	Grendilore	Lankshorn
9	Grennigore	Grewigg	Lockehorn
10	Gripe	Gwendl	Longbeard
11	Hrannick	Hildrup	Longshanks
12	Lope	Hraigl	Shankwold
13	Mashker	Hwendl	Smallbuck
14	Shadgore	Hwoldrup	Snicklebock
15	Shadwell	Lindor	Snidebleat
16	Shadwicke	Maybel	Snoode
17	Shank	Merrild	Underbleat
18	Snerd	Myrkle	Underbuck
19	Snerg	Nannigrew	Wolder
20	Windor	Pettigrew	Woldleap

LORD GRYPHIUS MALBLEAT

A mature longhorn aristocrat of noble, philosophical air. Malbleat is tall (almost 7'), graceful, slender, and has black fur with a silver nose. Dresses in noble silks, with a fashionable neck ruff. Renowned for his love of poetry and his elegance in the ballroom. Dabbles in matters occult.

Demeanour (Chaotic): Refined aesthete, sadist. Delights in humiliating humans. Has as habit of smiling at uncomfortably inappropriate junctures.

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

Desires: To depose Lord Ramius, whom he envies and connives against. To continue cultivating the favour of Baron Hogwarsh. To unlock the arcane secrets of his semi-mythical, sorcerous ancestor Lord Gnarlgruff.

Possessions: An extensive occult library, including a tome, bound in human skin, which contains the trapped soul of a necromancer. One who gains a familiarity with the tome can command the spirit to cast a *geas* spell once per week.

Family: Seven wives (two goat-women and five humans). Malbleat is the younger half-brother (to different mothers) of Lord Ramius.

Servants: A coterie of alchemists and minor sorcerers. Two great black hounds. Groundsmen, cooks, butlers, etc., including a number of magically charmed human servants. A small soldiery of shorthorns. Malbleat has the ear of Father Dobey, the vicar of Lankshorn (see pXXX).



Location: Redwraith Manor (hex 0709)—an erstwhile hunting lodge now converted into a manor.

Combat stats: Longhorn (see the *Dolmenwood Monster Book*). Malbleat is a sorcerer of some small talent, and is able to cast *protection from evil* and *sleep*.

LORD SIMEONE MURKIN

A middle-aged half-goat, the only child of his deceased father. Murkin is auburn-haired, squat, and pot-bellied, of largely human appearance but for his prodigious chinlocks and one goat-like eye. Habitually clad in ill-fitting armour with a penchant for billowing silk neckerchiefs.

Demeanour (Chaotic): Pompously regal. Cruel temper driven by insecurity about not being a “proper goat-lord”. Affected bleating.

Speech: Nasal and condescending. Woldish, Caprice, Gaffe.

Desires: To imprison those responsible for the revolt brewing in his domain. To conquer House Nodlock and take Nodding Castle for himself. To undermine Lord Malbleat and Lord Ramius, bring about their painful and excruciating deaths, and rule all of goat-country.

Possessions: The sword of Kolstoke—a huge two-handed sword (+2/+4 versus fairies) whose hilt is inlaid with black opals. The sword is said to have been used in the wars against the Cold Prince.

Family: Murkin’s ill-fated longhorn father (the previous Lord Murkin) fell in love with a human woman and died after siring but a single child. His mother, now in her seventies, is imprisoned in the dungeons of Kolstoke Keep, after contradicting her son’s word one time too many.



Servants: A retinue of 12 longhorn knights known as “the Horns of Kolstoke”. A small but strengthening body of troops (in hex 0109). Groundsmen, cooks, butlers, etc.

Location: Kolstoke Keep (hex 0208).

Combat stats: Noble (see *Old-School Essentials*).

LORD SHADGORE RAMIUS

A venerable longhorn nobleman with snow-white fur, yellow eyes with red pupils, and a curly beard down to his ample belly. Ramius dresses in regal robes embroidered with thorned roses and wears a curious gold medallion in the shape of “thorned eye” that is the coat-of-arms of his house.

Demeanour (Neutral): Cold, shrewd. Disdainful of social mores. Brilliant strategist and a wise ruler. Red pupils enlarge and contract when he is displeased.

Speech: Sweet rasping, well-considered. Woldish, Caprice, Gaffe, Old Woldish, basic Sylvan.

Desires: To keep Lord Malbleat in check by playing the Drune against him. To cultivate the trust of the Duke of Brackenwold and be granted the barony of the High Wold, supplanting the reckless Baron Hogwarsh. To enslave the monster known as the Bicorné (hex 0510) and use it as a beast of war.

Possessions: A crown of midnight pine known as the Dark-Bound Wreath. One who wears the crown can cast *darkness* thrice per day and can harm mortals by striking at their shadows.

Family: Widower with three sons and four daughters. Ramius is the elder half-brother (to different mothers) of Lord Malbleat.



Servants: A standing army of shorthorns and humans, commanded by his sons (longhorn knights). Groundsmen, cooks, butlers, etc.

Location: Castle Everdusk (hex 0410)—ancestral home of House Ramius (and of Lord Malbleat).

Combat stats: Longhorn (see the *Dolmenwood Monster Book*).