

# Goatfolk—Crookhorn

7'-tall, feral, disease-ridden goatfolk, twisted by the chaotic influence of their master, Atanuwe. Roam the north of Dolmenwood as pillagers, brigands, and burners of villages.

**AC** 6 [13] **HD** 2+1\* (9hp) **THACO** 17 [+2]

**Attacks** 1 × bite/butt (1d6 + disease) or 1 × weapon (2d4 or by weapon + 1)

**Move** 120' (40') **Morale** 8

**Saves** D12 W13 P14 B15 S16 (2) **XP** 25

**#Appearing** 1d12 / 4d20 in lair (25%)

**Alignment** Chaotic. Wild and merciless

**Intelligence** 8. Brutish

**Speech** Obscenity-laced bleating.

Gaffe, basic Woldish (1-in-4 is fluent)

**Possessions** Q **Hoard** B

**Weapons:** Crookhorns favour spears and clubs.

**Armour:** Crookhorns wear a rough patchwork of studded leather and chainmail. Without armour, they have AC 8 [11].

**Disease:** Anyone who comes into close contact with a crookhorn (including being bitten or butted by one) must **save versus poison** or be afflicted by a nasty infection (see *Crookhorn Diseases*).

**Marauders:** Crookhorns delight in the capture, torture, debasement, and (inevitably) roasting of other sentients.

## CROOKHORN DISEASES

- 1 Eye leprosy. In the first week, one eye clouds over. In the second week, it blackens, now completely blind. After three weeks, it turns to ooze.
- 2 Goat-rabies. The greatly feared “goat-froth”. Victims lose one point of WIS or INT (at random) each day. If either score is reduced to 2, the victim starts frothing at the mouth and becomes violently insane.
- 3 Mange. Infuriatingly itchy parasites which burrow under the skin, causing hair to drop out.
- 4 Pubic lice. A highly embarrassing infestation of horrid, itchy crabs. (It's better not to ask how a crookhorn's bite can transmit crabs.)

## ENCOUNTERS

- 1 Tying 1d4 **delirious moss dwarfs** to stakes, preparing to roast them over a roaring bonfire.
- 2 Receiving orders from a **harpy**, angered at the crookhorns' incompetence in losing an important prisoner.
- 3 Charging after a **unicorn**, carrying flaming brands and a wickedly spiked iron bridle and bit.
- 4 Prancing around to abominable pipe music, utterly inebriated (–2 to attack rolls and saving throws).



## TRAITS

- 1 Blind in one eye, milky white and oozing.
- 2 Patchy fur and flaking, grey skin.
- 3 One horn snapped off.
- 4 Bright orange, red or purple fur—maybe natural or dyed.
- 5 Speaks with a sinister lisp, giggles maniacally.
- 6 Bellows, gurgles, rolls eyes madly.

## LAIRS

- 1 A makeshift camp of greasy tarpaulins and hammocks. Freshly killed game animals and skins hang from trees.
- 2 The cellars of a mossy ruin, stuffed with rotting furnishings. A **Drune cottager** is held prisoner in the dark.
- 3 A homely cottage whose former human inhabitants were recently dispatched. The crookhorns are a rebel band planning to abscond from their overlord, Atanuwe.
- 4 A hut of sticks and animal skins perching on a tiny islet in a bubbling, muddy pool. The crookhorns spend much of their time lounging in the soothing mud.

# Goatfolk—Shorthorn

Snivelling members of the goatfolk lower class, consisting of peasants, servants, hunters, and soldiers. Stand around 5½' tall, with small nub-horns no longer than an inch.

**AC** 6 [13] **HD** 1 (4hp) **THACO** 19 [0]

**Attacks** 1 × butt (1d6) or 1 × weapon (1d6 or by weapon)

**Move** 90' (30') **Morale** 7 (8 in the company of a longhorn)

**Saves** D12 W13 P14 B15 S16 (1) **XP** 10

**#Appearing** 2d8 / 6d20 in lair (20%)

**Alignment** Neutral. Fearfully self-serving

**Intelligence** 10. Grudging

**Speech** Sneering, cackling. Woldish, Gaffe

**Possessions** Q **Hoard** J

**Weapons:** Shorthorns favour spears and short swords.

**Armour:** Shorthorns wear leather armour. Without armour, they have AC 8 [11].

**Surprise:** In woodland, shorthorns surprise on a 1–3 due to their ability to hide and move stealthily.



## IN THE SERVICE OF

- 1 Lord Malbleat (dwells in Redwraith Manor, hex 0709).
- 2 Lord Murkin (dwells in Kolstoke Keep, hex 0208).
- 3 Lord Ramius (dwells in Castle Everdusk, hex 0410).
- 4 No lord. (Outlaw, homesteader, etc.)

## ENCOUNTERS

- 1 Sitting wounded and forlorn by the wayside, crouched atop a stump. These are the survivors of a larger band; their companions were brutally slain by passing knights.
- 2 Crashing wildly through the undergrowth, dragging two human women along with them, in rusty chains.
- 3 Ringed around an enraged boar, tormenting it with spears and flaming brands.
- 4 Hiding in bracken, spying on a longhorn knight, a servant of a rival aristocrat.

## TRAITS

- 1 Wears an eye patch.
- 2 Protruding fangs.
- 3 Fur and eyes of midnight black.
- 4 Wooden leg.
- 5 Three-horned.
- 6 Large, misshapen skull with odd lumps.

## LAIRS

- 1 A lonely cottage atop a bluff, surrounded with gardens of curly cabbages, gnarled roots, and crab-apples.
- 2 An unruly hog farm in a wooded dell. The shorthorns live in attic rooms above the pigsties.
- 3 A small hamlet amid a thicket of holly trees. Animal pens (pigs, chickens) intersperse the rude huts of the shorthorns. Each house has a cellar where mushrooms are cultivated.
- 4 A turf-roofed log cabin. The shorthorns make their living as hunters, trappers, and tanners.

# Goatfolk—Longhorn

The goatish elite, consisting of cruel nobles and knights. Typically around 6' tall, with fully-developed, spiralled horns of up to 2' in length. Horn length and form are symbols of status.

**AC** 3 [16] **HD** 5\* (20hp) **THACO** 15 [+4]

**Attacks** 1 × butt (1d8) or 1 × weapon (1d6 or by weapon) or gaze

**Move** 60' (20') **Morale** 9

**Saves** D10 W11 P12 B13 S14 (5) **XP** 300

**#Appearing** 1d4 / 2d6 in lair (10%)

**Alignment** Neutral. Haughty and callous

**Intelligence** 13. Scheming

**Speech** Eloquent, condescending. Woldish, Caprice, Gaffe

**Possessions** T **Hoard** E

**Weapons:** Longhorns favour swords and lances (the latter when mounted).

**Armour:** Longhorns wear ceremonial plate mail engraved with house sigils. Without armour, they have AC 8 [11].

**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 spells** comes under the longhorn's sway and is unable to harm them (either directly or indirectly) until sunrise the following day.

**Mount:** Usually encountered mounted (1d6): 1–4: riding horse, 5: war horse, 6: devil goat.

**Entourage:** 4-in-6 chance of being accompanied by 1d12 shorthorns (servants or guards).

**Lair:** Typically accompanied by 4d8 shorthorns (servants and guards).



## NOBLE HOUSE AFFILIATION

- 1 Lord Malbleat (dwells in Redwraith Manor, hex 0709).
- 2 Lord Murkin (dwells in Kolstoke Keep, hex 0208).
- 3 Lord Ramius (dwells in Castle Everdusk, hex 0410).
- 4 Other. (An obscure, lesser house vying for power.)

## ENCOUNTERS

- 1 Travelling in a horse-drawn carriage, on the way to a ball.
- 2 Charging through the undergrowth on horseback, pursuing a group of human peasants accused of petty theft.
- 3 Bringing news from one goat-lord to another.
- 4 Fleeing a fire that is consuming their dwelling, clutching what few valuables they could carry.

## TRAITS

- 1 Forward-pointing horns. (An especially noble trait.)
- 2 Deep red eyes.
- 3 A golden or silver tooth.
- 4 Odd pet: a monkey, human child, or fanged sheep.
- 5 Wears a monocle.
- 6 Long, beautifully groomed, lustrous fur.

## LAIRS

- 1 A small, stone keep atop a low hill, walled with a palisade of wood and thorny creepers.
- 2 A noble villa set among a walled garden where herbs and vines are cultivated by miserable human servants.
- 3 An area of fenced-in woodland, used for hunting. The longhorns dwell in a wood-gabled hunting lodge at the corner of their land, beside a stable of fine horses.
- 4 A rambling manor house set among exquisitely tended gardens, mazes, and follies.