

# Goat-man, *Tolmenwodean*



## CE

INTELLIGENT  
HUMANOID

87% LIAR

REACTION (d6)

- 1-3 Bellicose
- 4 Indifferent
- 5 Simpering
- 6 Horny

No. APPEARING

1d6

DIET: Meat, booze

The goat-men are an infamous pack of thieves, slavers and roustabouts who came to the Dolmenwood long ago and have squatted beneath its northern bowers ever since. Most pay fealty to the hideous Nag-Lord and perform various services for their nine-legged master. In the main this amounts to keeping the Lord's larders stocked with the meat of human children and cute baby animals, though at times a goat-man may also be required to gather certain information or act as an official messenger. A few goat-men have attained rank and recognition among the Wood's human aristocracy, such as the lascivious Lord Malbleat\*. Most of them, however, eke out dirty little lives, reviled by the region's residents almost without exception.

Goat-wives (female goat-men) sometimes (30%) have an innate gift for petty illusions and tricks. They are known to take on the appearance of fair maidens to lure unwary travelers to their dooms.

All goat-folk are meat-eaters, but they will subsist on seemingly inedible things (stones, rotten wood) if necessary. They are immune to poisons, fond of torture, and will sometimes mingle with humans to create half-goat offspring.

THE APPEARANCE AND BEHAVIOR OF GOAT-MEN VARY SOMEWHAT FROM ONE INDIVIDUAL TO THE NEXT. USE THESE TABLES TO GENERATE A GOAT-MAN'S COMBAT INFO, PHYSICAL QUALITIES AND PERSONA, AND THE "LOOT" HE CARRIES.

TABLE A. *Combat Information* (d10)

	0	1	2	3	4	5	6	7	8	9
HIT DICE	1+1	1+2	1+3	1+3	1+4	2	2+1	2+2	2+3	2+4
ATTACKS	1d4 bite 1d6 ram 1d6 claw	1d4 bite 1d6 ram 1d6 claw	1d4 bite 1d6 ram 1d6 claw	1d4+1 bite 1d6+1 ram 1d8+1 club	1d4+1 bite 1d6+1 ram 1d8+1 club	1d4+1 bite 1d6+1 ram 1d8+1 club	1d4+2 bite 1d6+2 ram 1d8+2 club	1d4+2 bite 1d6+2 ram 1d8+2 club	1d4+2 bite 1d6+2 ram 1d8+2 club	1d4+3 bite 1d6+3 ram 1d8+3 sword
ARMOR	nil	nil	nil	nil	man-leather	man-leather	man-leather	man-leather	chainmail	chainmail
MORALE	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%

**Man-leather armor** is equivalent to hide armor in terms of AC. Goat-men do not work metal, thus any metal weapons or armor they carry have been traded for or (more likely) stolen.

TABLE B. *Physical Qualities & Persona* (d10)

	0	1	2	3	4	5	6	7	8	9
PHYSIQUE	midget	gangly	hunchback	potbelly	emaciated	deformed	spidery	obese	crippled	athletic
HORNS	absent	stubby	stubby	stubby	average	average	average	large	large	large
FUR (A)	shit-caked	mangy	lichenous	albinistic	dusty	patchy	shorn	leaf-cruste	coarse	smoky odor
FUR (B)	reeking	clotted	damp	sour-scented	infested	greasy	scabby	clammy	luminous	matted

Goat-men with larger than average horns add +2 to their **Voice** and **Intellect** rolls.

VOICE	gurgling	raspy	braying	bleating	cackling	whimpering	mocking	honeyed	melodious	eloquent
INTELLECT	bestial (2)	low (4)	low (5)	low (6)	low (7)	avg. (8)	avg. (9)	avg. (10)	avg. (11)	avg. (12)
MACHISMO	femmy	brittle	laughable	weak	so-so	blustery	fierce	fiery	robust	alpha male
AILMENT	ear mites	anal warts	hoof-rot	senility	day-blind	moon-mad	fainter	toothless	hears voices	eye-crust

TABLE C. *Loot Carried* (d10)

	0	1	2	3	4	5	6	7	8	9
RATIONS	rancid girl-knuckles	skunk sausage	mystery hooch	pickled man-thigh	jug of stale mead	gray meat pie	mushroom wine	fermented woman-milk	assorted fingers	red-veined cheeses
COINS	1d3 sp	1d4 sp	1d6 sp	1d8 sp	1d8+1 sp	1d8+2 sp	1d8+3 sp	1d8+4 sp	1d8+5 sp	1d8+6 sp
OTHER	pouch of herbs	small knife	cracked monocle	obscene etching	lucky girl-foot	bird skeleton	ornate music box	broken lute	doll clothes	wedding rings (d4)

\*See HEX 0709.

DOLMENWOOD is a wilderness hexcrawl created by Gavin Norman and Greg Gorgonmilk.

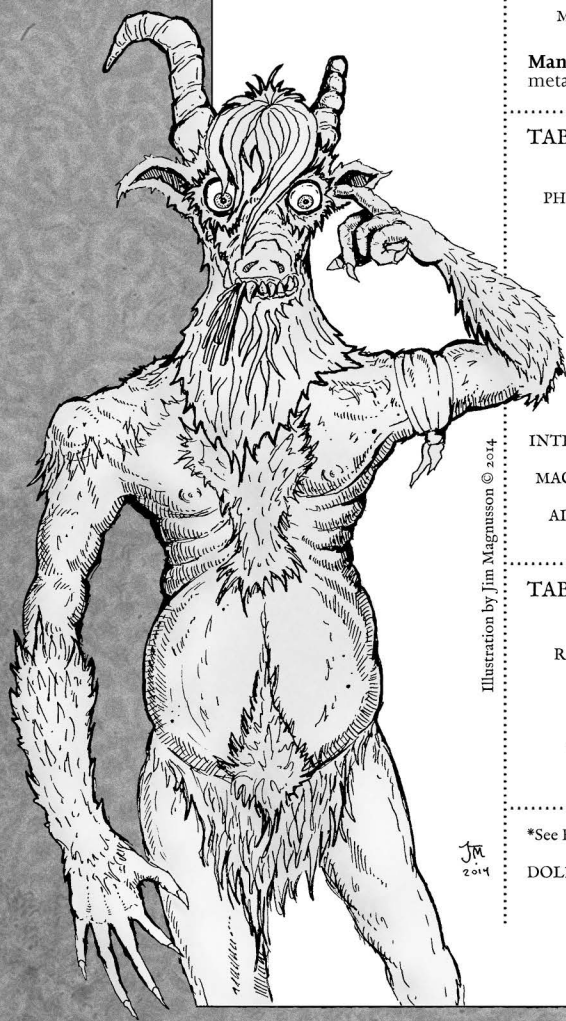


Illustration by Jim Magnusson © 2014

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