

The Manor of the Goat-Lord

An Unofficial Adventure Location set in Dolmenwood (by Necrotic Gnome)

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Summary: The Manor is the home of a wicked Goat-Lord. The Goat-Lord is renowned for his debauchery, cruelty, and alleged sorcerous dabblings, and keeps an ancient estate several miles from civilization. It is rumored that he possesses a powerful arcane tome and partakes in foul rituals in his secluded abode. The Goat-Lord keeps seven wives, most by force or enchantment, and guards his estate with a garrison of retainers as well as deadly magical wards.

Use Within and Without Dolmenwood: The Manor of the Goat-Lord is written as a location within Dolmenwood, the mythic fairy tale setting from Necrotic Gnome detailed in Gavin Norman's Wormskin zines and the soon-to-be released (or released, depending on when you read this) Dolmenwood Campaign Book (DCB), Dolmenwood Monster Book (DMB) and Dolmenwood Player Book (DPB). Within that setting, The Manor could serve as the abode of any of the lesser Breggle nobles or specific characters such as Lord Malbleat. In other settings, the Manor can be placed anywhere a sorcerous and malign noble (goatish or otherwise, you can always simply change the Shorthorns and Longhorns to humans and make the goat theme more of a building motif) keeps a secluded forest estate. Characters have been left nameless for easier adaptation into whatever setting you choose to use this adventure in.

Grounds of the Manor: The Manor is accessible via a steep switchback path from the nearby road. The way is too steep for a vehicle, so The Goat-Lord personal carriage and collection of horses are kept in a small stable guarded at all times by 2 Shorthorns (1HD, see DMB). The horses stabled are 2 Draft Horses and 3 Riding Horses, one of which is the Goat-Lord's favorite mount and worth a great deal of wealth to him.

General Features: The Manor is constructed mainly of creaky, maroon-varnished cedar, save for part of its Eastern section (the circular structure containing Areas 15, 16, 22 and 23), which is an older tower of stone that the rest of the manor has been constructed around. The floors within all but the ground floor of the tower are wood, but the ground level has a floor of stone. The walls and floors of the basement level are wrought stone. All areas of the manor are dimly lit by occasional oil lamps during the day, which are extinguished at night, save for those in Area 13 if the Goat-Lord is awake in his study. The outer walls of the manor are constructed of ancient cobblestone topped with iron spikes and finials.

Inhabitants of the Manor

The Goat-Lord: The Goat-Lord is a refined gentleman with a silver tongue and a razor wit. He also possesses a streak of dark cruelty and a beginner's grasp of dark magic. The Goat-Lord is generally congenial in public, but will become a fearsome terror when angered and left alone with the object of his anger. The Goat-Lord fights as a Longhorn (5HD, see DMB). Chaotic.

Wives of the Goat-Lord: The following are the 7 wives of the Goat-Lord. All fight as Normal Humans (½HD) except Wife 1, who fights as a Longhorn.

1. Breggle. Former favored wife. Formerly one of the few wives to be genuinely infatuated with the Goat-Lord, now jaded and envious of Wife 3. Considering murder, could be swayed. Neutral.
2. Breggle. One of the Goat-Lord's favored wives. Attempted to escape recently. Usually stubborn and independent, currently charmed to remain docile. Lawful.
3. Human. Most recently wed and one of the Goat-Lord's favored wives. Relative to a vassal of the Goat-Lord. Frightened by new captivity and struggling to gain the trust of the other wives, who currently resent her. Lawful.
4. Human. In love with the Houndmaster. Romantic, perhaps naive. Planning to steal away with her love in the night soon. Neutral.
5. Human. Only wife of common birth, taken from a brothel by the Goat-Lord. Unaccustomed to courtly life and beginning to understand the Goat-Lord's cruelty. Lawful.
6. Human. Young Witch lured away from her coven by the Goat-Lord. Was not made aware of the other wives until arrival. Planning to escape. Neutral.
7. Human. Secretly a Harridan (HD5, see DMB) in disguise, spying for the Nag-Lord. Mannerisms subtly off. Still fights as a Normal Human unless severely threatened, will prefer to flee the Manor than reveal her true nature. Chaotic.

Children of the Goat-Lord: The Goat-Lord has 12 Half-Goat children who run wildly through the Manor at all hours of the night and day. The Goat-Lord does not raise them so much as he watches them in amusement, leaving their difficult care to the servants. Neutral.

Servants: There are 4 servants who live in the Manor: a cook, two maids, and the Goat-Lord's manservant. These four poor souls are perpetually overworked, run ragged by the fickle whims of the Goat-Lord and the constant clamoring of his progeny. All fight as Normal Humans. Neutral.

Shorthorn Soldiers: There are 14 Shorthorns (1HD, see DMB) present at the Manor to guard the premises, not including the Houndmaster, detailed later. Of these, only 5 are in the Manor at any given time, with the other 9 being out on patrol in the surrounding Hex. They will recall to the Manor if the horn carried by the guard in Area 11 is sounded. Neutral.

The Houndmaster: The Houndmaster keeps the two hounds in Area 3. He is an old drunkard, and easily snuck around if the conditions are right. He will release the hounds if he sees any intruders or if he is alerted to them (encounter roll 8 in alert state). Neutral.

Hounds: The two hounds kept by the Houndmaster are powerfully built mastiffs. One is gentle when not sicced on a target, while the other is suffering from rabies and terribly aggressive. Anyone bitten by the rabid hound must Save vs Death or become infected. Fight as wolves (2+2HD). Neutral.

Longhorn Sorcerers: 3 Longhorns of some sorcerous repute assist the Goat-Lord in his research in the Manor's cellars. These are wicked, conniving practitioners of the dark arts who will eagerly cut a deal against the Goat-Lord if given a better offer. Chaotic.

Visitors to the Manor: On any given day, there is a 2-in-6 chance that the Manor is receiving visitors. Generally, these visitors will not be received overnight, but those that stay due to circumstances will be put up in cots laid out in Area 6. Below is a table of common visitors to the manor and possible reasons for their visitation.

1. The Goat-Lord's liege lord. Hosted for a feast? Wrathful about outrages from peers of the Goat-Lord? Arranging a betrothal?
2. The Goat-Lord's lieutenant in one of the communities he rules. Visiting a relative married to the Goat-Lord? Delivering collected taxes? Counseling the Goat-Lord against a rash plan?
3. A clergyman from one of the Goat-Lord's domains. Receiving a gift for a foul task performed? Delivering a petition from the faithful against the Goat-Lord's wicked machinations? Performing a wedding ceremony?
4. 2d6 Bandits (1HD). Negotiating a deal to assist in the assassination of a rival of the Goat-Lord? Being brought before the Goat-Lord as prisoners for their infringement on his lands? Attempting to scale the walls of the manor for a heist?
5. 1d4 Witches (4HD, see DMB). Negotiating payment for sorcerous secrets? Warning the Goat-Lord that their sisterhood will not tolerate his rule for long? Attempting to rescue a young Witch that has been married to the Goat-Lord?
6. A Peddler (as Normal Human, ½HD). Foolishly present to hawk wares uninvited? Bringing a requested bottle of enchanted Fairy wine to the Goat-Lord?

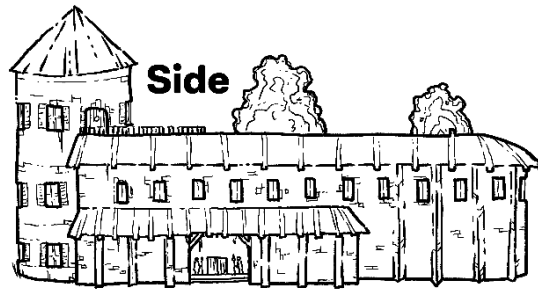
Alerting the Manor: The Manor is not very large, and its halls carry echoes well, so any very loud noise, such as an explosion, or any inhabitant of the Manor successfully running off to raise the alarm will bring the entire Manor to a state of alertness. This will affect the encounters possible in the Manor. Each entry on the encounter table contains one entry for the normal state of the manor before a slash and one entry for the alert state after a slash.

Encounters in the Manor: For every two turns spent exploring the Manor, roll once on the following encounter table. If it is nighttime and the alert has not been raised, roll on the encounter table every four turns instead. If the alert has been raised during the day or night, roll on the encounter table every turn.

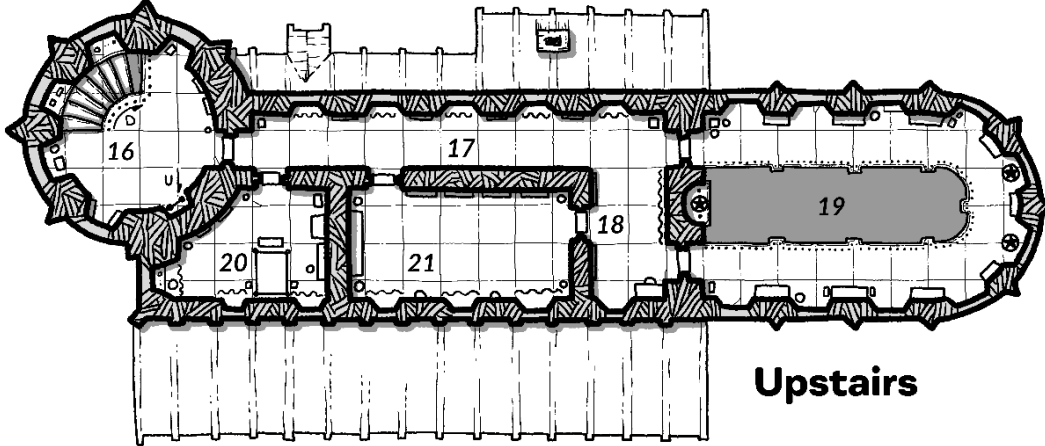
1. The Goat-Lord himself, muttering to himself as he strolls/The Goat-Lord himself, accompanied by 2 Shorthorns, searching for the intruders.
2. 1d4 Servants going about their cleaning/1d4 Servants fleeing toward their quarters.
3. 2d6 Children running about wildly, will immediately raise the alarm with their whoops and hollering if they sight intruders/2d6 Children running about wildly, unconcerned with the presence of intruders.
4. 1d4 Shorthorns patrolling the manor/2d4 Shorthorns searching for the intruders.
5. 1 Longhorn, searching for the Goat-Lord to show him an interesting passage discovered in a book of genealogy/1d4-1 (minimum 1) Longhorns searching for the intruders.
6. 1d4 of the Goat-Lord's Wives, having a furtive discussion/Wife 1, searching for the intruders in an attempt to win back the Goat-Lord's favor.
7. The sound of a loud discussion between 1d4 Shorthorns in an adjacent area/The sound of 1d4 Shorthorns turning an adjacent area upside-down searching for the intruders.
8. The sound of a loud bang followed by a ghostly scream from the basement level/The sound of a Shorthorn calling for the Houndmaster to come join the search (further rolls of 8 indicate an encounter with 2 Hounds).



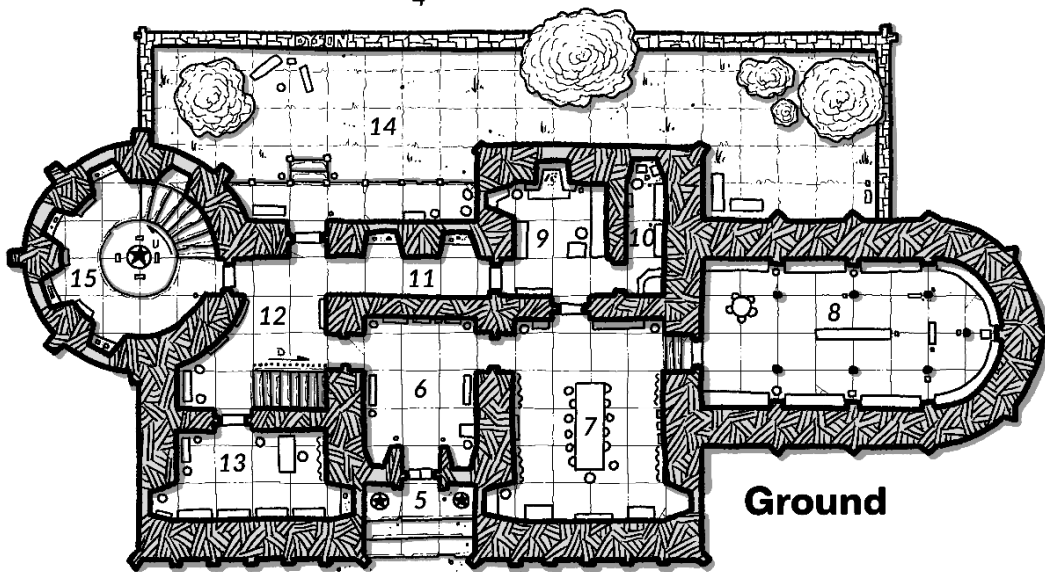
Turret



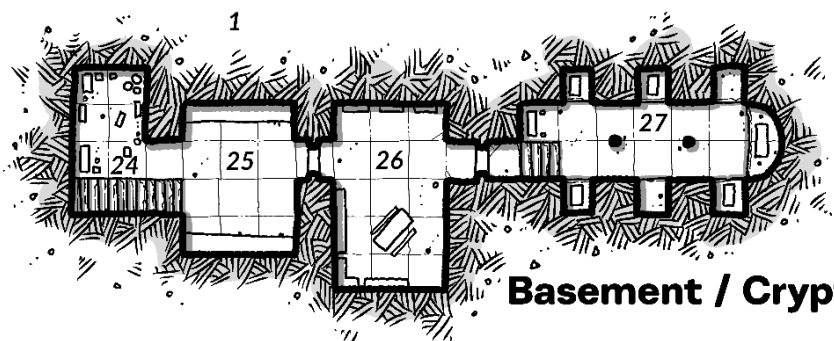
Side



Upstairs



Ground



Basement / Crypt

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Areas of the Manor

Area 1, Gate

- Wrought iron gate in the shape of two Longhorns butting heads. Locked with a heavy chain and padlock.
- 2 wryly philosophical Shorthorns guard the gate, engaging any who seek entry in pedantic debates.

Area 2, Grounds

- Crowded with gardens, fish ponds and fountains.
- Two small hedge mazes flank the entrance to the Manor.

Area 3, Kennel

- Small 10x10ft shed containing two cages for guard dogs.
- The Houndmaster and his two hounds are here. The Houndmaster has a 2-in-6 chance of being asleep on the job.

Area 4, Hothouse

- 20ft diameter glass-paned dome around the back of the grounds containing a steamy tangle of vines, flowers and creepers.
- Valuable herbs inside worth a total of 150gp to an herbalist.
- An Insect Swarm (2HD) of flesh-eating flies will emerge from the plants if they are disturbed.

Area 5, Door

- Old stone steps lead up to double doors intricately carved with the likeness of the Goat-Lord, Flanked by two cherub statues.

Area 6, Drawing Room

- Well-appointed with fine oak furniture and goose-feather cushions.
- Reflective crystal chandelier overhead (worth 400gp).
- Coatracks on the South wall by the entrance.
- Fireplace on the North wall with a portrait of a black-horned Longhorn wearing a long black robe and holding a crooked staff hanging above it, glaring out (worth 200gp).
- Hallways lead East and West away from the fireplace.

Area 7, Dining Room

- Room with a long, varnished oak table at its center with many wicker chairs surrounding it.
- East and West walls hung with ancient portraits, maps and fine art (worth a total of 300gp to the right collector).
- Cedar silverware and dinnerware cabinets line the South wall.
- Arched, flimsy door on the North wall.
- Passageway of low wooden steps on the North end of the East wall leading up to a florally carved cedar door.
- Hallway leads West across the room from steps.
- Wife 3 is here during the day.

Area 8, Library Lower Floor

- Apse-ended room supported by seven wooden pillars following the course of the wall.
- Walls are lined with ancient bookshelves packed with volumes on history, mythology and poetry.
- Cedar table with five wicker chairs near the Northwest corner of the room.
- A mezzanine sits 8ft above the floor, wrapping around the room with a second story of the library above it
- Stone gargoyle sits in the alcove above the door on the West wall.
- Wife 7 is here during the day.

Area 9, Kitchen

- Room with walls crowded by cooking surfaces and wash-basins.
- Large oven on the North wall.
- Arched opening in the East wall leads into a pantry.
- Arched, flimsy doors on the South wall and the South end of the West wall.
- Two servants, the cook and one of the maids, are here preparing for meals during the day.

Area 10, Pantry

- Hallway extends to the North, filled to the brim with sacks and crates of foodstuffs and ingredients
- Herbs and sausages hanging down from difficult to reach hangers.

Area 11, Bench Hallway

- ↪ Hallway with alcoves for short hardwood benches.
- ↪ Arched, flimsy door at the East end
- ↪ Room at the West end.
- ↪ A Shorthorn sits on one of the benches. He carries a horn which can summon all of the Shorthorns to the manor.

Area 12, Back Foyer

- ↪ Irregularly shaped room with rectangular East section and West section with curved wall sloping along Northwestern corner.
- ↪ Sloped section of wall covered in portraits of Longhorn nobles and old, ornate swords (worth a total of 100gp).
- ↪ Stairs in the Southeast corner of the room lead down into an unlit cellar.
- ↪ Heavy, hardwood door on the North wall with a stained glass window.
- ↪ Two hallways lead out from the East wall, spaced roughly 5ft apart.
- ↪ Velvet curtain on the South wall beside the top of the stairs (with a locked wooden door behind).
- ↪ Heavy wooden door on the North end of the West wall, at the end of the sloped section.

Area 13, Goat-Lord's Study

- ↪ Room dominated by a great oak desk against the South wall covered in papers and ink cans and flanked by shelves containing volumes on heraldry and the history of noble families.
- ↪ Locked wooden door on the North wall.
- ↪ The Goat-Lord and his manservant are here during the day when not receiving a guest.

Area 14, Backyard

- ↪ Lawn enclosed by a high stone fence, containing a few squat trees and badly kept.
- ↪ Cedar veranda against the wall of the manor with a heavy, hardwood door leading inside.
- ↪ Wives 1, 2, 4 and 5 are here during the day.

Area 15, Staircase Bottom

- ↪ Circular room with alcoves containing illuminated documents interspersed along the wall (worth a total of 100gp to the right collector).
- ↪ Spiral staircase wraps around a wooden pillar carved in the image of a Goatfolk.
- ↪ Heavy wooden door on the East wall, adjacent to the bottom of the staircase.

Area 16, Staircase Top

- ↪ Circular room with alcoves containing small bone effigies interspersed along the wall.
- ↪ Spiral staircase along the Northwest section of the wall leads down.
- ↪ Heavy wooden door on the East wall, next to a ladder leading up to a trapdoor.

Area 17, Grand Hall

- ↪ Long hallway leading East to West.
- ↪ North wall is lined with stained glass windows with fine velvet curtains.
- ↪ South wall has two elegant wooden doors along its length.
- ↪ Hallway leads to a room to the East and a heavy wooden door to the West.
- ↪ A servant, one of the maids, is here cleaning during the day.

Area 18, Sitting Room

- ↪ Sitting room with well-appointed leather furnishings and squat tables stacked with books and discarded, half-empty bottles of brandy.
- ↪ East wall is dominated by a large painting of the manor, which also includes a high, crooked tower in the background that does not seem to still be present (worth 500gp).
- ↪ Painting is flanked by two doors of exotic acacia wood carved with scenes of Fairy mischief (both doors are Wizard Locked).
- ↪ North section of the West wall gives way to an 8ft wide hallway leading West.
- ↪ Oak door in the middle of the West wall.
- ↪ Wife 6 is here during the day.

Area 19, Library Upper Floor

- ↪ Apse-ended room with central gap giving way to a view of a similar room below containing the first floor of the library.
- ↪ Mezzanine wraps around the opening with a sturdy wooden railing along the edge.
- ↪ Stone gargoyle sits in an alcove on the West wall, above the opening to the lower floor.
- ↪ Walls lined with ancient shelves containing volumes on history and the occult.
- ↪ Locked glass case atop a walnut wood pedestal against the East wall, flanked by two suits of plate mail. Case contains a thick, ragged tome bearing a pentagram on its cover and a bronze page turner, the powerful Black Tome of the Goat-Lord.
- ↪ Suits of armor animate and attack if the case is touched. They fight as Iron Living Statues (4HD).

Area 20, Master Bedroom

- ↪ Irregularly shaped room with rectangular East section and West section with curved wall sloping along Northwestern corner.
- ↪ The room is cluttered with wicker chairs and short tables situated around a king-sized, four-post bed with curtains of violet velour.
- ↪ Bed is flanked by stained glass windows.
- ↪ Elegant wooden door on the North wall.
- ↪ The Goat-Lord and wives 1 and 2 are here at night.

Area 21, Bedroom

- ↪ Room containing five well-appointed twin-sized beds.
- ↪ South wall lined with stained-glass windows.
- ↪ North wall lined with dressers and wardrobes.
- ↪ Oak doors on the East wall and West end of the North wall.
- ↪ Wives 3, 4, 5, 6 and 7 are here at night.

Area 22, Children's Quarters

- ↪ Semicircular room packed with child-sized beds. Toys and dolls are strewn about haphazardly.
- ↪ Short wooden door at the center of the West, straight wall.
- ↪ Rest of the walls form the semicircle and are lined with stained-glass windows.
- ↪ Narrow aisle is cut between beds to lead from the door to a trapdoor in the South corner of the room.

Area 23, Servant's Quarters

- ↪ Semicircular room with four twin-sized beds packed with hay.
- ↪ Short wooden door at the center of the East, straight wall.
- ↪ Rest of the walls form a semicircle that are lined with cotton-curtained stained-glass windows.
- ↪ Small stove on the West end of the room with its stovepipe sticking out a nearby window.
- ↪ The servants are here at night.

Area 24, Gaol

- ↪ Room with two iron-barred cells on the North wall.
- ↪ South end of the East wall gives way to a passageway leading East.

Area 25, Wine Cellar

- ↪ Room with the North and South walls lined with racks of wine bottles of dozens of obscure vintages (worth a total of 200gp to a connoisseur).
- ↪ West wall gives way to a staircase leading up into a lit room, next to a passage that leads to an unlit one.
- ↪ Across from the stair and passage is a wooden door (barred from the inside).

Area 26, Laboratory

- ↪ Room with a circular wooden table stacked with bottles, decanters and flasks at its center.
- ↪ Walls are lined with mostly empty bookshelves and racks for various implements of measurement and handling: tongs, straight-edges, hourglasses, thermometers, and other things.
- ↪ North end of the East wall gives way to a short passageway leading to a set of heavy stone double doors, directly across from a wooden door on the opposite wall.

Area 27, Black Crypt

- ↪ Steps behind stone double doors lead down into an apse-ended passageway supported by two stone pillars.
- ↪ There are 6 indentations into the wall, 3 on the North and 3 on the South, containing wooden coffins.
- ↪ In the apse at the end of the chamber is a sarcophagus of blackest obsidian, adorned with burning candles and a recently placed wreath of holly.
- ↪ Sarcophagus contains the remains of a powerful ancestor of the Goat-Lord that wrote his Black Tome.