

# GOBLIN QUEST

*A new day dawns on the Great Battle Camp. The Orcs march in the square outside their Mighty Barracks, the Hobgoblins file and crossreference in their Grand Offices, the Bugbears plot and scheme in their Shanty Pub. Above it all the Black Tower of the Wizards stands proud, holding the wicked Generals that command the army to The War.*

*And underfoot, in the dank caverns under the world, spawn the Goblins. The Goblins are bred for war, for cannon fodder, for suicide attacks, for death.*

*You are a Goblin. You have a week to live and you are going to make a mark. You are going to undertake... A GOBLIN QUEST.*

## **What is Goblin Quest?**

Goblin Quest is a roleplaying game in the vein of Dungeons and Dragons or World of Darkness; it's an imagination-driven group storytelling exercise. However, unlike most roleplaying games, Goblin Quest is designed to be played from start to finish in a single sitting – it should take around 2 hours to complete a story.

## **What will I need to play?**

Firstly, you'll need 2 to 6 players who'll take on the roles of the Goblins on their Quest.

You'll then need pencils and pens for everyone – coloured ones are good, felt tips are best – a handful of six-sided dice, and a copy of the character sheet for every player. Each player will also need an Action Token (poker chips or especially colourful dice are good) and you'll need something to hold them in. A mug is fine.

The first thing you'll need to do, once all the players are gathered around and ready to play, is to create your Goblin Clutches – the characters you'll be playing in the story.

## **Will we need a Gamesmaster?**

Many tabletop games require the use of a Dungeonmaster, Storyteller or Gamesmaster to control the flow of the game and play everything that isn't one of the player characters. In Goblin Quest, the role of Gamesmaster is optional as the system is designed to work without one. However, if you'd like to be a Gamesmaster, it is a lot of fun. Check out the Mechanics section later for more on what you'll need to do.



## CHARACTER CREATION

Unlike most roleplaying games, in GOBLIN QUEST you will create multiple characters to play as the fragility of Goblins can often result in their untimely deaths. All of your characters will be part of the same Goblin Clutch, a nest of Goblins spawned in the dark places beneath the camp, and they will share some familial similarities – but they will each have their own quirks.

You won't be playing all of them at once; just assume that the other characters in your Clutch are off-screen. When one Goblin dies, replace them with a new one from your Clutch until you have no more Goblins left – you have a total of five Goblins to see you through the story. If you run out of Goblins, though, your adventure isn't over; see the Goblin Death section later on for more information if that happens.

Any new Goblin turning up in a scene will be fully aware of The Plan and the nature of The Goblin Quest. Wizard scholars have put this down to a complex system of pheromone communication or a hive-mind implanted as part of their genetic modification, although neither of these are true and much of the information is received through gossip and eavesdropping.

### **Wait, isn't that just like *Paranoia*?**

*Para-what?* Never heard of it. Get out.

### **Fill out the section marked Clutch on your sheet first.**

Under "Honorific," write the surname of your Clutch – this could be "Longtooth" or "Butterfingers" or "Jerkwad" or "that smells funny" or any other suitable moniker. (There are long lists of examples for all the things you'll need to invent in character creation in Appendix 2.)

Under "Expertise," note down what your Clutch of Goblins are especially good at – popular examples are "Running Away" or "Ganging Up On Things" or "Looking Pathetic Enough To Escape Harm," but you can write whatever you like.

Under "Noteworthy Mark," note down a unifying feature for all Goblins in your clutch – this could be "Covered in Stolen Hair," "Unusually Long Ears," "Brightly-patterned skin," "Impressively Stupid," or anything else you can come up with.

### **Next, decide what your Ancestral Heirloom will be.**

Goblins live for a week and that week is a poor, brutal one – so they grab onto what little they can get hold of with both hands. The Ancestral Heirloom has been "handed down" through your Clutch for generations and in no way found in the bins near the spawning pits half an hour ago.

Example Heirlooms are – The Bin Lid of Protection, The Incredibly Lucky Rope, The Left Foot of the Great Chicken Flapmaster, The Big Heavy Rock, The Chair Leg of Bashing, The Sockpuppet of Wisdom, and so on.

Write the name of your Heirloom on your sheet. Draw your Heirloom in the space provided.

Under "Good at," note down what the Heirloom is the absolute best at doing. Verbs are good here - "Stabbing," "Bashing," "Making Weird Noises," "Supporting Furniture," etc. Note that no Heirlooms are actually magic, despite the names their owners may give them. Goblins are free to *believe* that they're magic, however.

If (when) the current bearer of the Heirloom dies, any surviving member of your Clutch will step up, grab hold of it, and continue the Goblin Quest.

## Describe your first Goblin.

Every Goblin has a Name either chosen by themselves, given to them by the other Goblins, or imprinted in their memory by some bored Wizard lab assistant working in the spawning pits. Having more than one syllable in your name is considered bourgeois and frowned upon by many Goblins.

Give your first Goblin a name. Sample names include Spit, Pop, Crack, Stuff, What, Git, Snot, Plink, and so on.

Every Goblin also has a Defining Feature - a word or two that describes what sets them apart from the other Goblins. This can be something as simple as "Fat" or "Sneaky" or "Bossy" but it might be as complex as "Dreams of a Better Life" or "Walks Backwards."

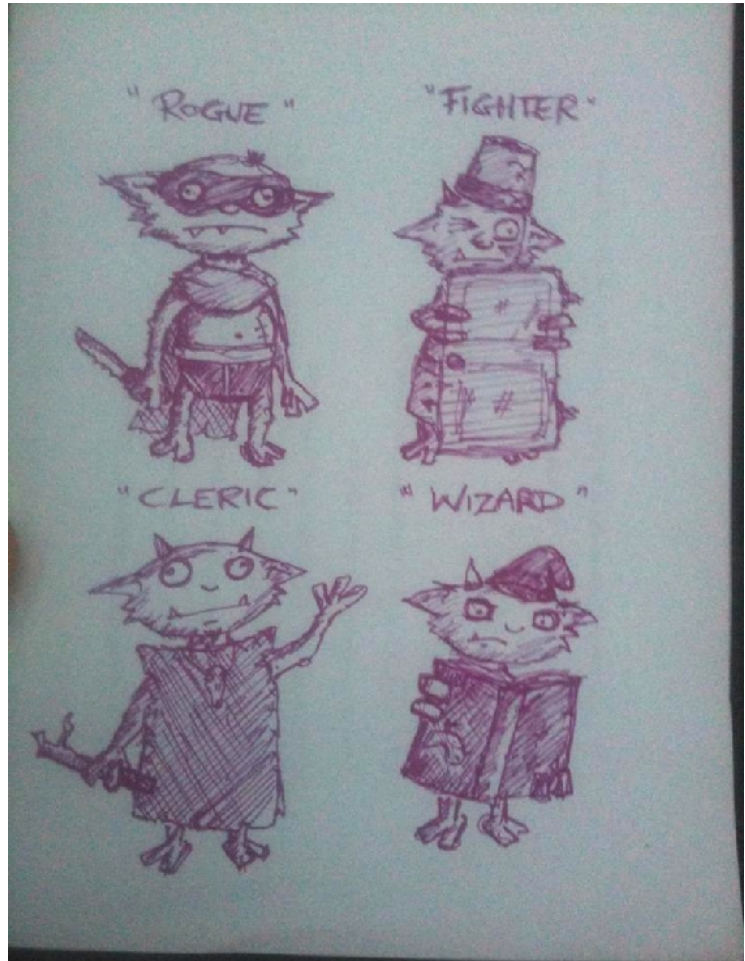
Give your first Goblin a Defining Feature.

Draw your first Goblin in the space provided. This does not have to be an especially elaborate drawing; you can just put eyes and mouth on the outline and be done with it, if you'd like. Or you can get creative and add features, clothing and props too. Don't get too attached to it as it will die within minutes of play.

Repeat this process for as many other Goblins as you can be bothered.

## Finally, practice your Goblin voice.

Practice your Goblin Voice. This is *vitaly important*. For the full Goblin Quest experience, you must talk in a stupid high-pitched voice whenever you're talking in character as your Goblin OR describing what it does. You are allowed to use your normal voice for rules discussions, if you want.



## GOBLIN QUEST CREATION

Once you've made your Goblins, you'll need to determine what sort of quest they're undertaking as a group. If you've got a Gamesmaster in the group, he or she will guide you through this process; if not, generally the person who suggested that you all play Goblin Quest will take the lead. Making a quest is done by asking a series of questions that some, or all, of the players will answer.

### **QUESTION ONE: What do you want to do?**

Hopefully, all the players will have lots of ideas as to what quest they want to achieve. This could be something as grand as *Move the Gates of War to the Other Side of the Camp so the Armies of Evil Get Lost and Subsequently End the War* or as simple as *Eat an Entire Horse*. Once everyone's come up with an idea, discuss which ones the group really likes and try to work out which one you'll all do.

Good quests involve stealing things, killing things, creating distractions, or taking on some great endeavour. They should be active and have a clear goal at the end.

All the goblins taking part will be on the same quest – it's shared between every player – so try to make sure that it incorporates as many ideas as possible. If one of you wanted to tame a badger and one of you wanted to kill a human knight, you could combine those into *Kill a Knight with an Armoured War-Badger*. If one of you wanted to *Put on a Show* and another wanted to *Assassinate an Evil Wizard* then you could combine those into *Assassinate an Evil Wizard on the Opening Night of our Show*.

*Example: After some discussion, the players decide that they want their Quest to be: Rescue the Goblins fighting the War and Bring Them Home. One of the players was really keen to Make a Fancy Meal, so the group agrees that this would provide a useful distraction.*

### **QUESTION TWO: What materials do you need to do it?**

Once you've worked out what your Quest is, you need to make the Plan. The first part of this is working out three things you'll need to pull it off. If you wanted to get to war, you'd need armour, weapons and transport. If you wanted to throw a fancy party, you'd need cake, jelly, and hats.

The first three stages of your Quest will involve getting what you'll need. Write these down now as a group under Task One and name it.

*Example: The players write down the following under their first task, named GET READY:*

*STAGE ONE: Steal a cart.*

*STAGE TWO: Steal lots of tasty food.*

*STAGE THREE: Steal some armour.*

### **QUESTION THREE: What are you doing to get ready?**

You can't just sit on your thumbs all day and hope to get results. You'll need to get yourself in position to act out the final stage of the plan, and make sure that you're prepared to act out the final part of the Quest once it comes down to it. Work out what you need to do as a group, and fill out the next task with appropriate stages.

*Example: The second task, called MAKE A DISTRACTION, looks like this:*

*STAGE ONE: Sneak into the Orc Barracks kitchen and cook the food*

*STAGE TWO: Get the food into position without anyone realising*

*STAGE THREE: Sneak out while everyone's distracted by the feast*

### **QUESTION FOUR: How are you going to actually do it?**

The stage is set. The Goblins have everything they need. It's time to make a mark. Break down your final task into three stages, as before, with the final stage resulting in your glorious victory.

*Example: The third task, called BRING 'EM HOME, looks like this:*

*STAGE ONE: Find the War.*

*STAGE TWO: Rescue some Goblins from a dangerous situation.*

*STAGE THREE: Get away from the war without being killed!*

### **QUESTION FIVE: What goes wrong?**

Goblins are inherently unlucky. For each Task in your quest, you'll need to determine a Misfortune. First, roll on the following table to determine where the Misfortune hits:

1 Step One

2-3 Step Two

4-6 Step Three

Then, roll on the Misfortune table below. Roll two dice; one is your tens, and the other is your units. You'll have two possible results so pick the that one you prefer or that makes the most sense. Write it down after the relevant Step so you remember what it is and when it takes effect.

*Example: After rolling for Misfortunes, the group's first task now looks like this:*

*GET READY:*

*STAGE ONE: Steal a cart.*

*STAGE TWO: Steal lots of tasty food. Misfortune: Fire! Fire everywhere!*

*STAGE THREE: Steal some armour.*

*They repeat the task for the other two Tasks.*

### **Difficulty ratings**

Once you've worked out the nine stages of your Quest, you'll need to assign difficulty ratings. These represent the difficulty of the task at hand, and are eroded by Goblins achieving successes in play.

For the first Task, the difficulty of each stage is equal to the number of players -1.

For the second Task, the difficulty of each stage is equal to the number of players.

For the third Task, the difficulty of each stage is equal to the number of players +1.

If a Misfortune is attached to a stage, it increases the difficulty by half the number of players (rounded up).

*Example: The group have finished their quest and assigned misfortunes and difficulty ratings in brackets after each stage and are ready to begin play. There are four players in the group. Their quest looks like this.*

*GET READY:*

*STAGE ONE: Steal a cart. (3)*

*STAGE TWO: Steal lots of tasty food. Misfortune: Fire! Fire everywhere! (5)*

*STAGE THREE: Steal some armour. (3)*

*MAKE A DISTRACTION*

*STAGE ONE: Sneak into the Orc Barracks kitchens and cook the food. (4)*

*STAGE TWO: Get the food into position without anyone realising. Misfortune: A thunderstorm breaks overhead and lightning strikes! (6)*

*STAGE THREE: Sneak out while everyone's distracted by the feast. (4)*

*BRING 'EM HOME*

*STAGE ONE: Find the War. (5)*

*STAGE TWO: Rescue some Goblins from a dangerous situation. (5)*

*STAGE THREE: Get away from the war without being killed! Misfortune: Super-intelligent mutant rats outwit the Goblins. (7)*

## Misfortunes table (roll two dice – one determines the category, the other the result.)

### 1 Orcs and Bugbears

1. A drunk orc arrives and starts stepping on everything
2. A bugbear makes you a deal that you foolishly accept
3. Two orcs having a brawl stumble into the Quest
4. An orc War Chariot goes wild and crashes through the scene
5. The catapult on top of the orc barracks misfires
6. Some bugbears decide to play Goblin Football

### 2 Goblins and Hobgoblins

1. A hobgoblin cart full of paperwork and supplies crashes into the goblins
2. A rival group of Goblins on their own Quest interfere with yours somehow
3. One of the goblins turns out to be a dragon-blood kobold spy in disguise
4. A hobgoblin arrives and demands to see identity papers, which you do not possess
5. A bitter, wizened Goblin elder (six days old) casts a bad luck curse on the party
6. A hobgoblin forces the Goblins to carry something really heavy really far

### 3 The Armies of Good

1. The Armies of Good attack the Gates of War
2. A lost Dwarf miner-scout from the Armies of Good pops up in the camp
3. An enemy bombardment hits the camp
4. A mischievous gnome illusionist weaves some grand illusion, confusing everyone
5. Tree-elf magic briefly animates nearby plants, and they are *angry*
6. A loose warhorse gets in and starts stamping around like a maniac

### 4 Cruel nature

1. Swifts appear and divebomb the Goblins, hoping to eat their myriad lice
2. A hawk spies the Goblins and decides that they look delicious
3. Ants! Thousands upon thousands of ants!
4. A badger arrives, hungry for blood
5. An big, overly-friendly dog approaches
6. A cheeky magpie steals items from the goblins

### 5 Rogue Magic

1. Rogue blast spell from the Wizard's Tower escapes and causes havoc
2. Super-intelligent mutant rats outwit the goblins
3. Gravity is briefly and dangerously reversed
4. A water-spirit bound into service by the Wizards grows angry, and attacks
5. Leftover magic animates (and upsets) an animal skeleton
6. A wizard levitates into the scene looking for goblin teeth to power a spell

### 6 Miscellaneous problems

1. Something important explodes
2. A thunderstorm breaks overhead and lightning strikes
3. The spawning pits are undermining the camp and buildings start falling down
4. Everyone's really hungry all of a sudden, and needs to eat immediately
5. Something important is hidden at the bottom of the rubbish pits
6. Fire! *Everywhere!*

## MECHANICS

Whenever a Goblin attempts to do a thing, they roll a dice and consult the table below.

### THE DOING THINGS TABLE

**1-2 INJURY!** The Goblin is injured whilst attempting to do the thing. Cross off one of the Goblin's injury boxes and describe the injury. If both of a Goblin's injury boxes are crossed off, they die in some hilarious manner and are replaced by their successor the next time their player acts.

**3 SOMETHING BAD!** Something unfortunate happens in the current scene: an enemy appears, a goblin is left in a difficult position, an opportunity is lost. Describe what happens; if you make up an NPC, voice them. The next Goblin to act gets -1 on their rolls.

**4 SOMETHING GOOD!** Something fortunate happens in the current scene: an enemy leaves or is defeated, a goblin gets a lucky break, a new opportunity is revealed. Describe what happens; if you make up an NPC, voice them. The next Goblin to act gets +1 on their rolls.

**5-6 SUCCESS!** The Goblin succeeds at the task they were attempting, often in some small, barely-noticeable way. Describe what happens and subtract 1 from the Difficulty Rating of the current stage. If the Difficulty Rating reaches 0, you've managed to complete that stage.

Once a player has acted, they put their Action Token into the central cup. Once all players have acted, their Action Tokens are returned to them and a new round begins. A player without an Action Token may not act.

Don't worry about what the action is in narrative terms; you don't need to be entirely focused on the mission, and your actions can have unintended consequences. Any Success rolled still counts towards the mission. For example, if you describe your Goblin laboriously tying his shoes and roll a Success, maybe he managed to avoid the attentions of a guard or accidentally trip up an attacker without realising. Don't feel bound to the quest.

### Rolling more than one dice

You may add a dice to your roll if any of the following things would help you do it in accordance with what you've got written on your character sheet:

Noticeable Mark  
Expertise  
Ancestral Heirloom  
Defining Feature

You may interpret all the results you get on your roll – so it's possible to Succeed and be Injured in the attempt, or die horribly but have Something Good happen as a result. If you roll multiple Good or Bad things, you only have to describe a single thing, but the value it adds or subtracts from the following roll is increased by the number of appropriate Things that you rolled. (So if you roll two Bad Things, the next roll is at -2, for example.)

Also, Good and Bad things cancel each other out. (So if you roll one Good Thing and two Bad Things, the Good Thing cancels one Bad Thing and the next roll is at -1.)

### Lucky ear rerolls

Much like rabbit's feet in human society, Goblin Ears have a reputation as good luck charms amongst the warlike races of the Great Battle Camp.

Every Goblin has one Lucky Ear. If you don't like the result of a dice roll that you've just made, you



can use up the Lucky Ear and reroll *all* of the dice you've just rolled. The second result stands.

Once you've used a Lucky Ear, cross it off the Goblin's portrait; this doesn't necessarily represent ear loss, but such injuries are surprisingly common.

While Goblins have two ears, only one of them is ever actually lucky. The other "Backup" ear is mainly used for listening to things. Wizards are creating the Fortuitous Strain of Goblins that are born with two lucky ears, but the project is still in the research stages.

### **Can I have an example of all that, please?**

*Sure. Friggit, a Goblin, is on a Quest – Steal a Wizard's Wand. The current task is Get a Fake Beard, itself part of the Disguise Ourselves as a Wizard segment. Friggit decides the best way to get hair is to sneakily shave a dog when it's not looking, so he attempts to scrape some of the hair off it with a rusty old razor he found. He rolls a 1 – an injury – so not only does he not aid the others in the quest, but he takes a wound. The dog notices him and gives him a nasty bite, shaking him around like an old bone.*

*Dent, the next Goblin to take part in the Quest, isn't bothered about the Dog and would much rather just try and get drunk instead after losing two of his cousins in the previous scene. He dashes past some Orcs having lunch and nicks their beer, downing as much of it as he can but spilling most of it.*

*As Dent's Expertise is Nicking Stuff, he gets to roll an extra dice. He rolls a 3 and 5 – something bad, and a success. First he explains the success, figuring that the froth from the head of the beer has stuck around his mouth in a sort of beard-like fashion. He subtracts one from the Task Number of the current part of the quest. Next, he describes the Bad Thing – the two orcs are now angry that someone stole their beer and are stomping around looking for revenge. Play hands over to the next Goblin.*

*The final Goblin, Skrag, likes the dog idea. He decides he's going to ride it and bring it under control so Friggit can shave it more easily, and so that he can make a quick getaway from the orcs if they find him. He jumps on its back and rolls a 3 – which would normally be a Bad Thing, but it's downgraded to an Injury thanks to Dent's Something Bad.*

*He crosses off his Lucky Ear and rerolls the dice, rolling a 5 this time. Normally that would be a success, but it's downgraded to 4 – a Good Thing. Skrag describes using "ancient dog riding techniques" to make the dog spit out Friggit. The next Goblin to act will get +1 to their rolls.*

### **Do successes carry over between tasks?**

They do not. Similarly, if the final roll of a task results in Something Good or Something Bad, it isn't carried over.

## GOBLIN DEATH

If your Goblin dies, it is replaced with the next Goblin on the sheet at the start of the next round. Spare wounds are not carried over between Goblins. Work as a group to make deaths as hilarious as possible. If the next Goblin on your list does not have a Name, a Defining Feature and a Portrait, they may not enter play, so get going!

### What if I lose all my goblins?

You're not out of the game! If all your Goblins have died, you take over the role of a friendly non-goblin NPC – this could be anything from a cheeky magpie to a particularly thick orc the others have roped into helping on the quest to the ghost of one of your previous goblins to a Bugbear assassin using the others as a temporary distraction.



NPCs only ever roll 1 dice when they act. They have 2 injury boxes, but can't die – if both are ticked off, they're simply out of the current scene and heal back up to full at the end of it.

If all players have lost all their Goblins before the quest is over, the Quest is failed and all is lost!

## THE MAP

On the back of the character sheets – if you've printed them correctly, at least – there is a world map of the Great Battle Camp. I say “world map” because everything outside the Great Battle Camp is a source of terror and mystery to the Goblins and the going there is the rough equivalent of extra-planar travel or space exploration in other games.

The War lies half a day's travel off to the East (although “East” is a concept that confuses many Goblins, instead using directions like “Orcwise” and “Hobwards”) and... there is nothing else of note. Perhaps there are human villages and dwarf mines and elven cities in the trees and floating castles made of crystal beyond the horizon. The Goblins will never reach them, as they are a lifetime away.

If the players do anything of note, they should all draw it on the map. If they interact with an NPC, draw them on the map. If they need a certain building or area for their quest to work, draw it on the map. If (when) they die, draw little gravestones on the map. Draw whenever possible. Conflicting sources of information are fine and even encouraged.

## **PLAYING WITH A GAMESMASTER**

Although Goblin Quest is designed to be played without a Gamesmaster, it can be played with one as well. Here are a few roles that you might consider when playing the game:

### **Actual Gamesmaster**

The Actual Gamesmaster does everything they would do in a normal RPG, aside from making up the plot. They are in charge of describing and voicing Non-Player Characters, taking control of the world and setting scenes. As the GM, you'll be instrumental in guiding players through the process of making their Goblin Quest.

Quite often, players will say things like: "I'm going to do this!" and then roll their dice and look up at you, expectantly, as though you have something relevant to say as to the outcome; work with them to interpret dice results and form a narrative. You also get to be in charge of Goblin deaths, which is always fun.

### **Pseudo-Gamesmaster**

Generally, the person who suggested the group plays Goblin Quest becomes a Pseudo-Gamesmaster. They'll find themselves in charge of knowing the rules and guiding people through character and quest creation, whether they want to or not, and may end up taking on some or all of the duties of an Actual Gamesmaster including directing the plot and describing the outcomes of dice rolls.

If you find yourself slipping into the role of a Pseudo-Gamesmaster and you don't want to be one, deliberately take step back from the game and let the other players take charge of their own story.

### **Cartographer**

Drawing on the map (see below) can be hard, and it's often expensive or awkward to print out a separate map for each player. If your group isn't enthused about the map, elect a willing artist to take on the role of Cartographer and do all the sketching.

### **Questmaster**

Keeping track of the progress on the quest can be a bit dull, so if one person agrees to *always* do it they become the Questmaster. It's their responsibility to mark down successes when they're earned and inform the group when their tasks succeed.

## **PLAYING WITHOUT PROPER CHARACTER SHEETS**

Having the map and goblin outlines to scribble on is all part of the fun of Goblin Quest, but if you find yourself without a printer, you can make do with stick figures drawn on sheets of A4. It's really important that you draw your Goblins, though, so don't neglect that.

If you can't print out the map, try to pull it up on a screen or smartphone so everyone gets a rough idea of the layout of the camp.

## NOTES ON THE CAMP

As the Great Battle Camp will function as your world map for this game, try to make it as varied and interesting as possible. Treat the inhabitants and animals there as you would monsters and other nations in a “normal” roleplaying game.

Though these groups are disparate they get on, for the most part, thanks to careful allegiances brokered and enforced by the wizards. They're not above acting against each other, of course, especially if there's profit to be had.

ORCS are big and tough and strong and incredibly stupid. They wear lots of armour, carry weapons too heavy for a single Goblin to even think about lifting, and live in a massive stone barracks where they march up and down all day and polish their armour and shout orders at each other until one of them gives in and obeys. They are easy to manipulate and quick to anger; they are the equivalent of GIANTS.



HOBGOBLINS are moody and officious. They range from ineffective jobsworths to razor-sharp bureaucrats to self-important filing clerks, and they appreciate it when rules are followed precisely. If you need something, odds are the hobgoblins have it, but they're loathe to let anything go and have very sharp eyes when it comes to thieves. They live in a huge, Oriental-looking building called the Grand Offices and they are the equivalent of THE CITY GUARD.

BUGBEARS are strong and cruel and dark and twisted. They're employed to run sneak raids and terror attacks in The War. They dwell in the Twisted Shanty, a broken-down warren of buildings and shacks constructed around the shell of what used to be a human pub, where they deal in smuggling and contraband and murder. They are cunning and enjoy toying with Goblins before destroying them, or making them offers that are too good to be true; they are the equivalent of DEMONS.

WIZARDS are mysterious and magical and deadly and distant and rule the camp from the top of their great black tower. Though they were once human, they are now much more – it's said that they are ageless, that their lifetimes are beyond the scope of Goblin minds. They wield horrible spells and are guarded by a legion of black-armoured soldiers as they plan war against the civilised lands to the East. These wizened beings of incredible power and wealth are equivalent to DRAGONS.

THE BEASTS OF THE LAND include badgers, cats, dogs, pigs, sheep, chickens, donkeys, horses, rats, mice, beetles and birds – all of which which could easily kill a Goblin. They are the equivalent of EVERY OTHER MONSTER.

## Appendix 2

### EXAMPLES OF EVERYTHING IN THE CHARACTER CREATION SECTION

#### HONORIFICS

Many-teeth  
Bloodpaw  
Razormouth  
Scritch-scratch  
Quick-finger  
Red-eye  
You Git  
of the Black Pit  
of the Grey Mist  
of the Bit Out Back of The Pub  
of the Badger-Killers  
of the Two Fingered Salute  
of the Mudborn Avengers  
of the Useless Idiots  
the Keg Killer  
the Cowardly  
the Not-Supposed-To-Be-Here  
the Short  
who Smells Bad  
who is Ugly  
who said That Thing About Our Rippit  
with the Face

#### EXPERTISES

Brewers  
Brawlers  
Thieves  
Trappers  
Artists  
Entertainers  
Furniture  
Cooks  
Food  
Burrowing  
Hiding  
Destroying Evidence  
Lying  
Breaking stuff  
Making it Look as Though You Can Read and Write  
Creating Distractions  
Absorbing Enemy Fire  
Not Blending In  
Making Loud, Unsettling Noises to Draw Attention

#### HEIRLOOMS

The Half-A-Sword  
The Badger Whistle  
The Bag o' Screws  
The Orc's Helmet  
The Hobgoblin's Pen  
The Bugbear's Tattered Cloak  
The Boot of Humankind  
The Roll-ups of Smoking  
The Pool-Ball in a Sock of Destiny  
The Crossbow of Occasional Function  
The Dented Brass Tankard That Once Held Beer  
The Eyeglasses of Seeing (Things That Are Close To You)  
The Bucket of Holes That Doubles as a Hat  
The Vorpai Nail-Scissors  
The Bit of Wood That Totally Came Off A Wizard's Staff, Honest  
The Book of Writing (Contains Actual Words)  
The Banana Skin of Falling Over With Hilarious Consequences  
The Box of Concealment

#### NOTABLE MARKS/ DEFINING CHARACTERISTICS

Fat  
Short  
Tall (For a Goblin)  
Skinny  
Big Eyes  
Big Nose  
Delicious-Smelling  
Wears improvised armour  
Shifty-looking  
Hates animals  
Loves animals (unrequited)  
Under the Impression they have Magical Powers  
Dreams of a Better Life  
Athletic  
Sneaky  
Colourful  
Obvious  
Amphibious  
Convinced They can See Ghosts  
Liar  
Double-jointed  
One arm  
Noteworthy Hat  
Strange Piercings  
Covered in (Stolen) Feathers  
Vibrates, Constantly

## **NAMES**

Gob  
Fink  
Jank  
Wink  
Slack  
Zip  
What?  
Who?  
Plink  
Snot  
Lax  
Spit  
Klack-o  
Rippit  
Ankle  
Hole  
Killy  
Vex  
Draggit  
Puff  
Likkit  
Kutt  
Yank  
Red  
Swish  
Parp  
Bingo  
Finger  
Hax  
Moppet  
Fart  
Split  
Kanker  
Mudder  
Moley  
Scratch  
Bitey  
Hatey

### **Appendix 3 (overleaf)**

#### **THE MAP AND CHARACTER SHEETS.**

*High-res versions are available in the playtest pack.*

THE GREAT BATTLE CAMP

THE HIGH WALL

THE GREAT HOBBOLIN BUREAUCRACY



THE BLACK TOWER OF THE WIZARDS



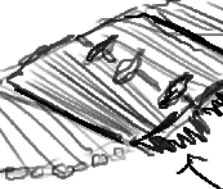
THE GOBLIN PITS



THE GRAND ORC BARRACKS

THE MAR

THE GAZES OF WAR



THE BUGBEAR SHANTIES



RESULTS TABLE:  
1-2 INJURY!  
3 SOMETHING BAD  
4 SOMETHING GOOD  
5-6 SUCCESS!

HERE BE BADGERS

QUEST:

TASK ONE:

STAGE 1:

STAGE 2:

STAGE 3:

TASK TWO:

STAGE 1:

STAGE 2:

STAGE 3:

TASK THREE:

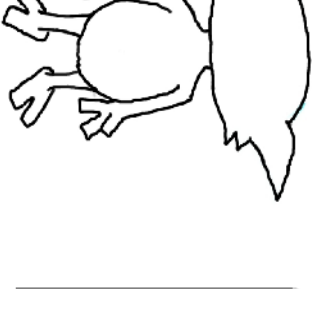
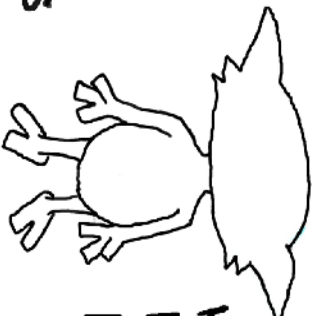
STAGE 1:

STAGE 2:

STAGE 3:

NAME:  
DEFINING  
FEATURE:

HP  
  
  
  
MEANS  
OF  
DEATH:



ANCESTRAL HERLOOM:

PLAYER NAME:

- 
- 
- 
- 

CLUTCH HONORIFIC:

EXPERTISE:

NOTABLE MARK:

THE  
GOOD AT:



**Sources of inspiration for this game:**

*Pathfinder*, for making Goblins adorable with their melon heads and stupid faces  
*Warhammer Fantasy Battle*, for the same but with Gnoblar\*  
*Paranoia* for the whole multiple PCs thing  
*The Rogue Trader RPG*, for the three-act plot sequence in their Endeavours that I have stolen  
*Psi\*Run*, *1001 Nights and Fiasco* as roleplaying games with a clearly-defined structure and end of play in mind worked into the systems  
*D&D* (any), for giving me endless opportunities to impersonate goblins

**Special thanks to:**

Chris Taylor, for playing three Kenku trying to fire an over-large bow in a 1st-level Pathfinder adventure and making me think how appealing it is when small stupid creatures try to achieve simple goals ineffectually

My first group of playtesters: Martin, Pedro, Sotiros, Andy, Will and some guy whose name I can't remember, sorry about that - for suggesting that the game needed a) more Goblin death and b) little gingerbread man outlines of Goblins to draw your characters on

The other playtesters: Andy Moore, Colin Northway, Sarah Northway, Peter Bothwick, Stephanie Bryant, Joey Romanous, Alexander Tucker, Sarah Foster, Julia M., Hayle W., Brendan Neeland, Chad Bothwick, Meg Jayanth, Rob Morgan

Tim Wilkinson-Lewis for some of the artwork and creating the benchmark design for the Goblins (shown above, not sure why all the Goblins are wearing pants, didn't think to ask)

My wife Mary for her constant feedback, support, and love

\*Do you want to know why I love Gnoblar? They are so bad at their jobs that the mounted unit in the official Gnoblar army list is a Gnoblar riding a *slightly larger Gnoblar*

