

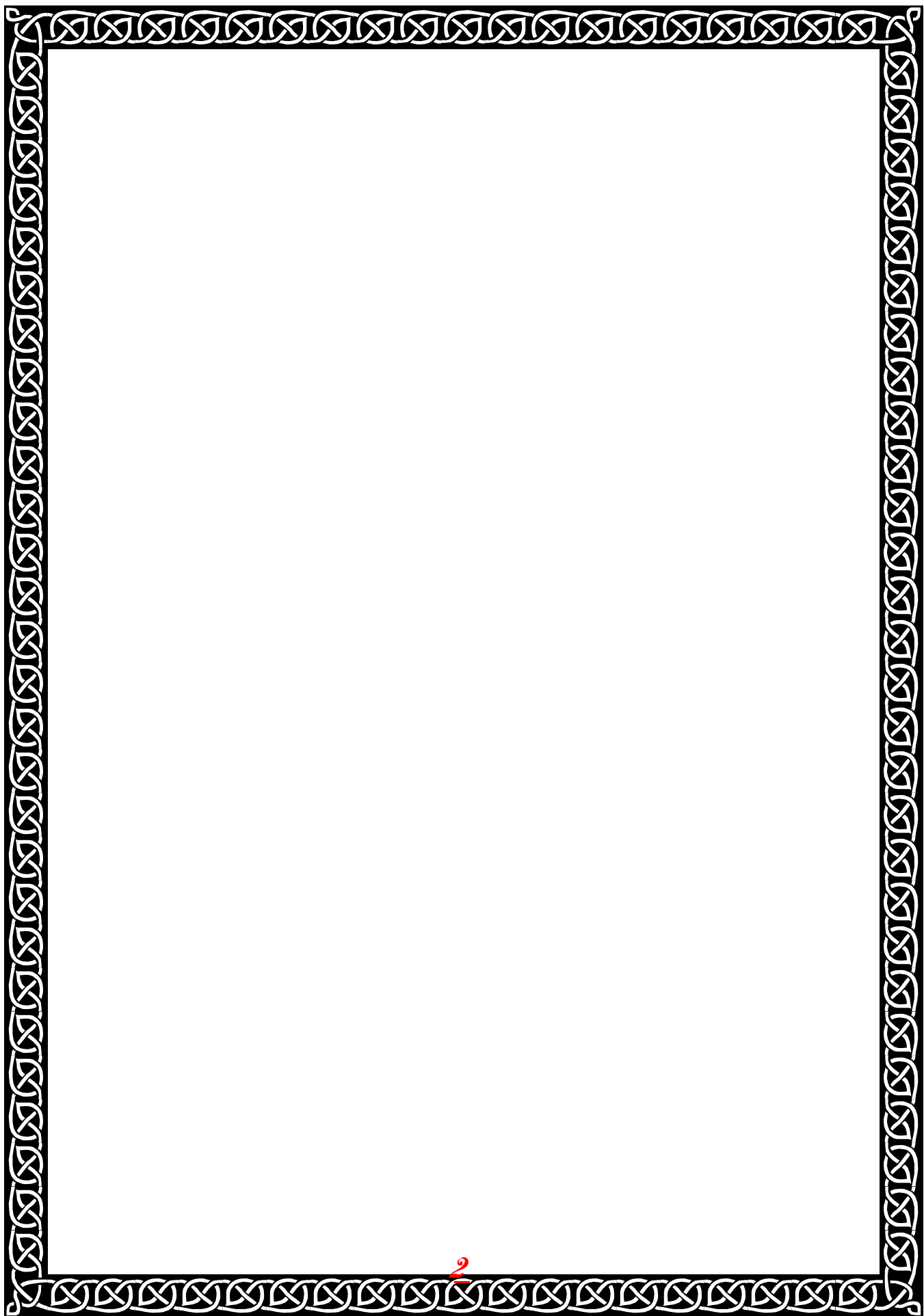


FEAST OF GOBLINS

A game of mismatched adventures

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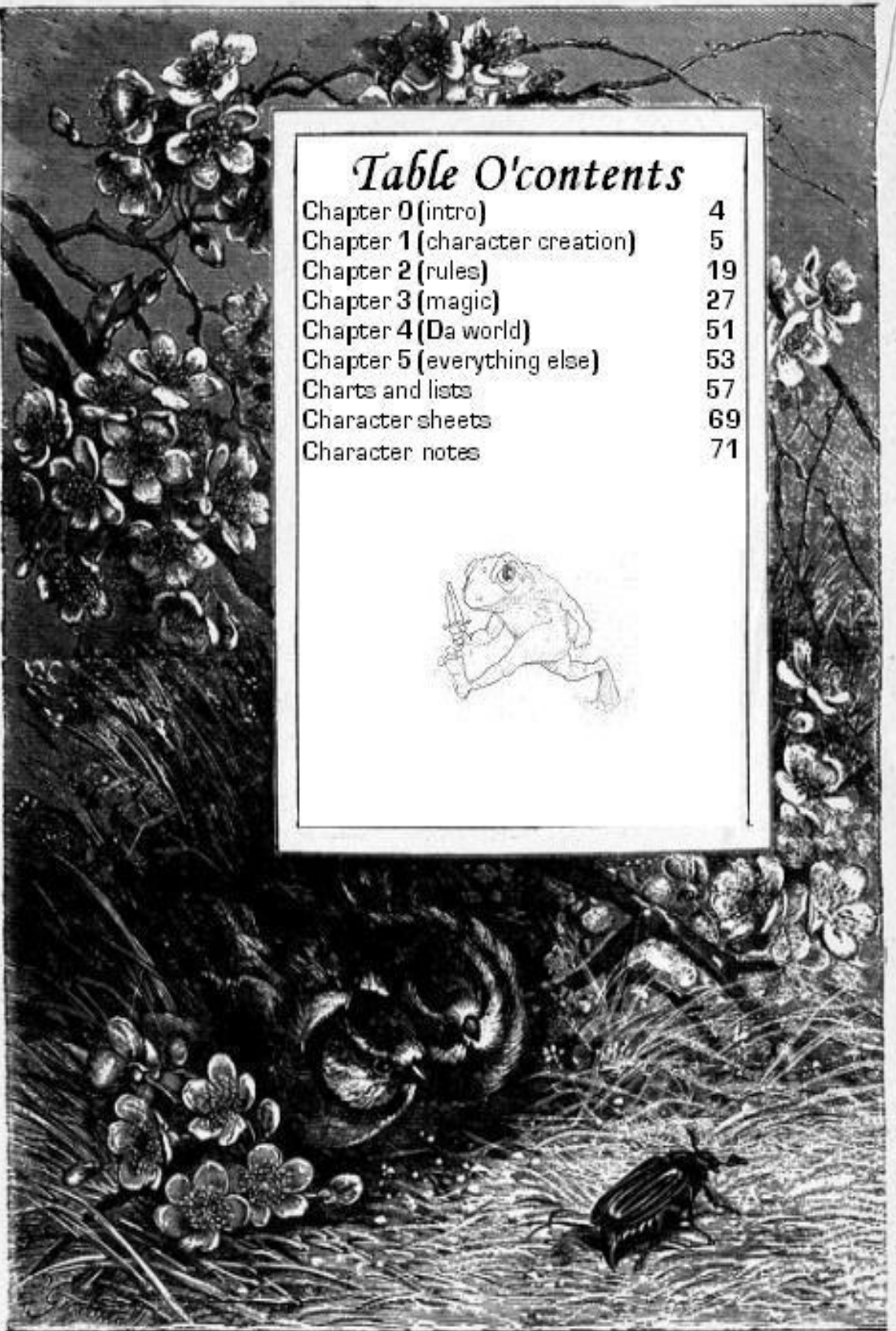


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Three strange forms moved through the dark and humble country side. Stopping at a simple wooden fence they seem to ponder the plan ahead. The biggest of the three, looking like a goat legged child of 3, barked the plan. "Oy kay eers Ow we's gan na does it! Demn umans tis sleepn, En we's run, what Gut em, den da place es us'." One nods in agreement, the other stares blankly. The largest simply grabs his arm and off they run.

In closing upon the farm house a hidden foe watches. As they grow closer it springs forth biting and raising a racket. "Ince, Oil! Run Demn has a demons for dair Pet," bellows the big goblin, and the three run off.

A Candle lights up the farm house window. "Earl, what is it?" a female voice calls. "Its nothing dear, The blasted chicken is losing its mind!"

CHAPTER 0: Welcome to Goblins and gaming!!

What you hold in your hands (or see on your screen) is the work of mental sweat and toil. While the game is very silly, it is no less an RPG.

Wait...AN RPG?

Yes! RPG or Role Playing games are what happens with you cross improvised acting, a GOOD book, and a board game. Before you ask, you can't "win" only continue the story. One mad fool plays most of the universe while every other person in the game plays a Character in the story. Simple? No?

Good then there is hope for you.

So what do I need besides people?

You'll need dice, these will be in the form of: standard 6 sided, 8 sided, 10 sided, 12 sided, but most of all.. A Metric Assload of 4 sided dice. Character sheets, which should be at the end of this book. Pencils...a sense of humor....and a (lack of) sense of adventure!

Ok , but what is THIS game about?

Feast is about Goblins, strange amalgamations of left over parts from the creation of life in our world. They live in realm that's as slapped together as them. They live, they die, only to be recycled to make more. That is unless a feast occurs.

Damn it Just spill the beans!!

Sorry! The feast is a special event that occurs at random. Planets align and the goblin can come into our world, why? If the damned things can take over enough area, they get to stay. Not only that, They become a "true race", no more spare parts! Will you be the ones to finally take over? Will you just be trampled and recycled? We're betting on #2...

Dedications

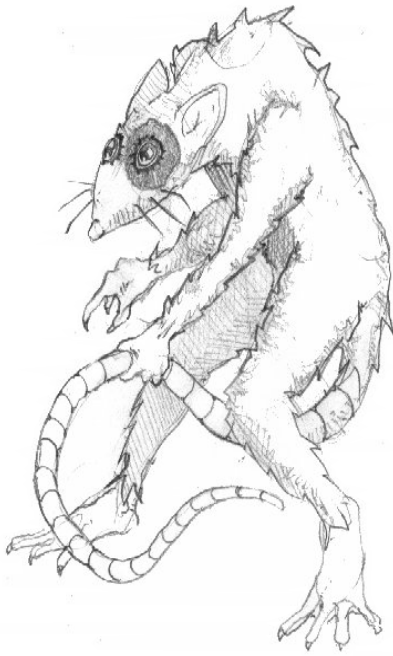
To my Daughter Rose: your my own little Pink Goblin. Love you Monster!

To My Love Andrea: You some how love the way my mind works. Plus you made the character sheets for me...yes they're her fault. I hope the dyslexic friendly Character creation is all it should be!

To my roommate Louise: You had the horrid task of trying to make sure this all sounded right. You poor sick fool!

To all at 1KM1KT: you all we're big help and inspiration...and weirdo's! But so am I!

CHAPTER 1: CHARACTER CREATION



Character Creation Overview

- 1) roll for each Body part (each has it's own stats involved)
- 2) 3 rolls to divide between jobs and mutations. You may choose to roll Form flaws to gain more job/mutations rolls
- 3) record Hurt, Movement, and fear resistances
- 4) pick a stuff pack (only 5 at the moment)
- 5) choose name, sex, What you smell like
- 6) play game

Part 1: Parts

Each part has both stats and advantages to them. Roll well, you only get one "self" (we hope)

Heads:

1= mouse,

You were cursed/blessed with the sweet and cuddly head of a mouse. While it is the right size for your body, its still not a smart one.

*Think:2, Sense: 2, +2 to Nice social skills.

2= bug,

You are dumb, dumb, dumb. The head of a bug has some advantage....some.

*Think:1, Sense:2, +2 to all Mean social skills.

3= piglet,

You would think a pig's head would make you a monster, you'd be wrong in this case. You have the face of a cute little piglet, hang your head in shame and move on.

*Think:3, Sense:3, +2 to Nice social skills.

4= kitten,

A kitten, a cute mushy kitten, better then a piglet but still!

*Think:3, Sense:2, +2 to Nice social skills, +1 to bite damage

5= puppy,

Ok, ok, you're like the kitten, but at least you smell worse

*Think:2, Sense:3, +2 to Nice social skills, +1 to bite damage

6= Baby,

As much as your cuteness earns you spite, you can be kind of creepy

*Think:4, Sense:1, +2 to Nice social skills.

7= Rat

A creepy, ugly, mean rat head. Now that's a respectable head

*Think:2, Sense:2, +2 to all Mean social skills.

8= lizard

Scaly, creepy, Such a FACE!

*Think:1, Sense:2, +1 to all Mean social skills, +2 bite damage

9= Boar

Warts, tusks, the nose, my place or your sexy?

*Think:3, Sense:3, +2 to all Mean social skills.

10= "Big" Cat

Lions, tigers, now that's a face!

*Think:3, Sense:2, +2 to all Mean social skills.+1 bite damage

11= Wolf

Many nightmares start with just your face.

*Think:2, Sense:3, +2 to all Mean social skills, +1 bite damage

12= Brute

You bear the head of an ugly human like thing.
No real brains, but who cares.
*Think:2, Sense:4, +2 to all Mean social skills.

Torso:

1= Tomato body

Your Flesh is soft, red, and yes a bit shinny.
Staying out of fights may be best for you. On the bright side, you do better in the sun then most.
*tough:1, +1 to all rolls in bright sun light. (aka sunny days)

2= Thin and weak

You're all skin and bones. A strong breeze would knock you out.

*tough:2, +2 silent movement skill

3= Frog

You have a Frog like body, the slimy look is in.
*tough:2, +1 swim Skill, +1 hold breath skill

4= Ball O' hair

Whatever you look like underneath, no one would know. Your body is covered in long thick wild hair/fur. Friends try to pet you sometimes.
*tough:3, -2 cold damage taken, +1 to ALL social rolls

5= Fatty Mc fat fat

You are rolling with fat, while this makes you heavy... you can fight with the best of them.
*tough:3, -1 to heavy items you can carry, +3 to Attack Rolls

6=Child's

Compared to most goblins, human children have hearty forms. Guess what you got one!
*tough:4, +2 to heavy item you can carry

7=Rippling and Cut

You are a brick of meat, body of resilience. Now stop making your abs dance!
*tough:4, + 2 to Block

8=Scaly

Somehow your body is covered in small tough scales, not only do you look cool you can grate cheese on your chest.
*tough:3, +2 armor for torso only (can not be removed....with you living through it)

Arms:

1= Sickly

Thin muscles, you will win no arm wrestling matches. There is the fact you got to play music

instead of doing daily chores.
*strong:1, +2 to a music skill of your choice.

2= Lumpy

Your arms are Gnarled and misshapen. Good normal goblin arms.
*strong:3, +1 fighting rolls

3= Long

Your arms have grown past your hips. You may even be able to scratch your knees without bending.
*strong:2, +1 reach, +1 punch skill

4= Tentacles

You don't have arms per se, they are built more like a snake's body, Creepy. And you can scratch anywhere on you're body, Neat!
*strong:2, + 1 steal skill, +1 escape rolls, can touch any part of body

5= Thick and strong

Bigger, strong, better version of the Lumpy arms. You are a powerhouse of the goblin world
*strong:4, +2 fighting rolls

6=Bat

While you are weaker then most, you however rarely care as well... YOU CAN FLY!
*strong:1, gain fly mutation for free at arm location. (see mutations for more details)

Hands:

1= 2 fingered

Your hand has only 2 finger and a thumb, and not cause someone ate the others. You must suffer, with only the knowledge that your hands creep others out.
*Grace:2, +2 intimidate rolls

2= stubby and plump

Your fingers are missing length and a knuckle joint. Thankfully the fatness makes them great for slapping
*Grace:1, +1 slap skill, +1 slap damage.

3=Normal....no really

4 fingers, 1 thumb, no size weirdness, and no odd parts. To be honest they're nice hands to have.
*Grace:4, +2 to making skill of your choice

4= Spiked but flexible

Your hands are covered in a flexible shell or scales. You can use them well and they help in a

fight.

*Grace:3, +1 Intimidate rolls, +1 punch damage

5= claws

Flexible paws with retractable claws....you're the envy of all.

*Grace:3, +2 punch damage.

6= crabs hands

Your hands look like two crab pincers stacked on top of each other. Four clamp-like inflexible thumbs, bad for knitting good for killing.

*Grace:1, +3 punch damage

Legs:

1= knee-less and thin

You look like you got two broom handles attached to your hips. You can't move too well, but at least you're scary!

*speed:1, +2 to intimidate rolls

2= 1/2 size

Your legs are normal.....and half the size they should be. You're stunted and slow, but you're hard to knock over, and can earn cash as a movie dwarf.

*speed:1, +1 to stand STAT (very helpful)

3= Human

Your legs are normal human-like legs, you can walk happily...heck you can even dance!

*speed:2, +2 dance skill

4= "Hind" legs

Look at the back legs of an animal and you'll understand. Your knees bend backwards not forwards, makes you look weird, but man are you mobile!

*speed:3, x2 jump height

5= 4 of them

You look like a centaur, Lucky jerk.

*speed:4, roll to see type and advantage

1= goat, +1 to heavy items you can carry, +1 kick damage

2= Canine, x1.5 jump height, +1 kick damage

3= Frog, x1.5 jump height, +1 swimming rolls

4= Fiend (picture a person bent over with legs instead of arms then make a 2nd torso come out of the neck spot!) +1 to heavy items

you can carry, +1 intimidate

6=Goat legs

You have the front legs of a goat, nice speed and you can kick well

speed:3, +2 kick damage

Feet:

1= padded stumps

Connected to your ankles is a stub-like appendage looking more like a chair or table foot made of flesh. The bottom of these feet have a soft flesh pad. You're easy to knock over but it's hard to hear you walking.

*stand:1, +2 silent movement skill

2= Dainty toes

You have tiny, cute feet with dainty little toes...I'm going to puke now!

*stand:2, +1 silent movement skill, +1 to dodge skill

3= Nice and ugly

Ugly damn feet, like a goblin should have!

*stand:3, +2 dodge rolls

4= spiked stumps

You don't have feet per se, your ankles are connected to long bone spikes.....sexy!

*stand:2, +2 kick damage, kicks ignore one point of armor, -2 stand on hard ground (Rock, concrete, etc.)

5= Hoofed

If you don't know what a hoof is...ask a horse.

*stand:3, +2 kick damage, +1 armor to feet only, Feet take x1.5 the time to heal.

6= Clawed paws

Whether Cat, dog, bear, whatever, you got animal paws for feet and they come with weapons included

*stand:4, +1 kick damage, +1dodge

Part 2: Jobs, Mutations and Form flaws

In this section you will be rolling for the jobs (and their skill packet) you have been trained in, as well as seeing if the gods Really messed with your body. Now you do get some choices here, its not all random...just mostly. Remember each roll on a job table is thought of as a year or more of your life you spent training

and practicing. So the more skilled, the older you may be. Each Job gives you ranks in some skills, if you already have the skill (through past rolls or past jobs) you just add them to the existing skill.

You start with Three table rolls, to be used on your choice of job fields and the Mutation table (mutations are good things, trust us). Now you MUST roll once on a job field table. No goblin has to be mutated. Now if three rolls are not enough for you, there is always the form flaw table. Form flaws are like Bad mutations, each roll gives one or more rolls to use where you please. Note that some Mutations cost more than one roll to have...so the better they are, the better the chance you'll need a Form Flaw. Also if a rolled result is not useable (don't have the prerequisites or have rolled the mutation and it can't be taken again) then re-rolling is free.

Jobs

All goblin jobs fall into Four categories, choose the one(s) you want to have and roll away.

Bullies

Any job that calls for combat is Part of the bully trade. Warriors, hunters, Thugs... upstanding types. The name has less to do with Personality and more to do with how limited the goblin vocabulary is.

1=Punk

You're trained to be a peon and grunt. While there is little glorious about the job it's a solid skill base for any fighter. More great warriors start as punks than most goblins think. This is largely due the number of years spent running away... (you live to learn more).

* Small weapon:1, Big weapon:1, Long weapon:1 shield:1, See:1, Run:2

2=Thug

You're still a peon, but your skills are more for Urban combat than war. You spend a lot of time in close up fights where movement is Key! Be ready for a few wounds.

*Small weapon:2, Big weapon:2, Dodge:2, Block:1

3=Hunter

Few Goblins keep domestic animals, meat is

mostly hunted. On a side note, in times of war you're used as a scout.

*Throw weapon:2, Track:2, See:1, Hear:1, Dodge:1

4=Volf

Sometimes Goblins can learn things and even surprise you. A Volf is a special type of fighter, trained to use pack animal tactics. They takedown enemies piece by piece. NOTE: you must have a speed of 2 or higher to have this job.

*Bite:2, Dodge:2, Run:2, Intimidate:1

5=Predator

Kind of a Goblin Marital Artist. They are rare but beloved.

*Punch:1, Kick:1, Block:2, Meditate:1, Intimidate:1, +1 to sense skill of your choice.

6=Knat

The word is based on the word knight. They're good in war but act meanly to their fellow goblin. A picture of perfection!

*Big weapon:3, Shield:2, Ride:1, Comand:1



7=Wildling

Only goblins would think of it, a professional Feral Goblin. They're smelly and have bad

manners, but in a fight...look out!

*Bite:1, Kick:1, Punch:1, Grab:1, Dodge:1,
Intimidate:2

8=Keeper

A guard by another name, you spend a lot of time standing.

*Long weapon:2, Throw weapon:2, Shield:2,
See:1 or Hear:1

9=Shade

Assassins, yes goblins have them. Strangely enough they're more respected than their human equals.

*Silent movement:2, Hide:2, Small weapon:2,
Making: poison:1

10=Ogre

Sometimes all you want is a Big nasty guy to do a lot of damage. NOTE: A specialized job. You must have Both strong and tough NO smaller then a 3.

*Big weapon:1, Punch:1, Kick:1, Block:1,
Intimidate:3

Mystic

Goblin Magic is well, half assed like the goblins themselves. It seems they think all styles are the same, so it just gets lumped into one field of practice. Healers, combat mages, Green weavers, and Infernalists; to a goblin its all the same. While not needed it helps if your Think is on the high end.

NOTE: Mystic all get 3 skill points that can only be used on spell skill. Because of this, Mystic jobs only list four points of skills not the normal seven. Each Job will tell you what list(s) they can use. Spells, How they work, and the lists are explained later in a chapter devoted to magic.

1=White hand

Trained to heal and purify, they are welcomed into any goblin home. Unknown to the goblin world these Mystics are just practitioners of one half of holy magic.

*Making: healing:2, Meditate:1, Goblin
Etiquette:1, can use the Helping hands and
Other spell lists.

2=Doom maker

Violent, damaging, fun to watch. Doom makers

are combat casters capable of lots of collateral damage. These Mystics tap into a small part of a greater power known as Arcane magic.

*Intimidate:2, Meditate:2, Can use the Doom and
Other spell lists.

3=Green hands

Its been said before, and will be said again, some times Goblins get it right the first time. Called Druid by other races, these mystics focus on light healing and powers of animal and plant life (aka green magic).

*Know: nature:1, Making: Heal:1, Meditate:1,
Smell:1 Can use the Nature and Other spells lists

4=Curse Poet

Leave it to a goblin to not care that you're tapping into the powers of demons. Infernalist to the Nth degree, these mystic's only seem to focus on curses and Dark unholy blessings. Nice to have on your side but not good in any way.

*Know: demons:2, Meditate:1, Intimidate:1, Can
use the Cursing and Other spell lists.

5=Glower

Imagine standing on the field of battle and without warning a goblin starts to glow with holy power, then Bam you're hit with a lightning bolt. The holy power of smiting and Blessings are the main focus of this job, plus looking cool while glowing with light!

*Comand:2, Meditate:2, Can only use the
Glowing spell list

6=Dragon

If Doom makers are not power mad enough for you, there is always a dragon. The arcane version of a Tesla Coil, these goblins try to amass power and fire it off in great displays. Well, not that great!

*Intimidate:1, Meditate:2, Know:
monsters:1, Can only use the Power spell list.

7=Hedge mage

Most races would find the idea of a Combat green mage to be...well just plan wrong. How the goblins came to name them after practitioners of little spells and magic is beyond anyone's knowledge.

*Know: nature:2, Meditate:2 can only use the
Green Doom spell list.

8=Warlock

A nice well rounded dark master. They have

mastered the Infernal arts of damage, defense, and control.
*Know: Demons:2, Meditate:2, Can only use the Dark Pacts spell list.

9=Oracle

Tea leaf readers, bone throwers, Chicken violators (we have no idea how that works), Seers of omens and tellers of the future.
*Meditate:2, Lie:2, Can only use the Divination spell list.

10=Well wisher

These goblins practice a magic that no other race has or should, direct use of the Well of Souls. Able to summon gremlins, goblin plants, and other uses of the Well its no wonder no other race would try this!
*Meditate:1, Know: of your choice:1, Lie:1, Run:1, can use the Well tapping and Other spell list.

Noble

Don't be fooled, if the goblins say they're sending a Noble start checking your pockets! This is in fact the category for thieves of the goblin world. The odd name is rumored to have come from a Feast of Goblins in ancient time, after a goblins stated he stole for a living and a human replied "how Noble of you!"

1= Sneak

First impressions are always key when dealing with other races. Someone needs to tell goblins that! A sneak's job is to wander in and out of other races' towns without notice and "Borrow" their things
*Silent Movment:2, Steal: 2, Hide:2, Run:1

2= Light fingers

A plain standard thief, not even goblins can mess this one up.
*Lie:2, Steal: 3, Run:2

3= Pay for Play

Entertainers of a goblin sort are little more then street performers begging and lying their way to a meal.
* +4 to divide between music skills of your choice, Lie:2, Dance:1

4= Shadow

Similar to a Shade, Shadows are more spy than Assassins. Many human have been amazed at how well they've been tricked by these highly

skilled goblins.

*Silent movement:2, Hide:2, Making: poison:1, Lie:1, Disguise:1

Else

Short for everybody else, this is a catch all for the other needed jobs in Goblin life. Be warned these are not Useless jobs. Any fool who thinks it will be easy to kill one will: quickly be killed by a Gutter, Lose there pants to a Smile, or any other Elsemen out there.

1=Gutter

Combo butcher and Chef. They spend a lot of time covered in blood. Sometimes, its from the Food!
*Small weapons:1, Making: Food:3, Taste:1, Argue:1, Goblin etiquette:1

2=Smile

Kind of a peace keeper, and politician. Spends most of the time smiling and talking. Known for doing the goblin crowd favorite, piss on babies.
*Goblin etiquette:2, Lie:2, Steal:1, Goblin suduction:2

3=Fix it

Not so much a job as.....a waste of goblin time. This "job" is just the name for those who learn a little bit of everything.
*6 points to spend on the skills of your choice, 1 "other" spell skill (see magic below)

4=Drudge

The worst job in goblin life, these guy's do all the low jobs, from garbage men to laborers.
NOTE: this is the ONLY job in which you CANNOT have any Stat HIGHER then 2 (all must be 2's and 1's)
*Making: Jaryrig:2, See:1, Hear:1, Smell:1, Touch:1, Taste:1

5=Picker

Goblins do eat more then meat. The job of growing and harvesting is a strange one for goblins as they do not truly farm. They more throw seeds and roots around a field, cover them lightly with dirt, and pray the weather does the rest. They also seem to discover what to do with plants you should NOT eat.
*Know: plants:2, See:2, Smell:2, Making: poison:1

6=Loud voice
Goblin do not have written language, they
“Write” in crude pictures. So, to spread news
they have this job. All they do is run around and
Yell, whatever works!.

*Lie:3, Know: News:3, Goblin Ettiquette:1

7=Maker
Things need to be made, chairs, tables, and other
goods. Goblins who work on these things are
corner stones to goblin life. It is scary to note that
if magic is not around to help, Makers some time
act as healers, nailed flesh is fixed right?
*4 points to place in your choice of Making
skills, Argue:2, Goblin Ettiquette:1

8=Press flesh
Every once in awhile, Goblins think of things
that are better then any idea humans have, this
job is a long debated member of that. The strange
but Effective cross between a civil protector
(cop) and a Prostitute, these people INFORCE
the peace. The goblin joke is “If violence
happens, they’ll either make you peaceful or
MAKE you Peaceful!”
*Goblin suduction:3, Know: law:2, Attack skill
of your choice at 1, defense skill of your choice
at 1

Mutations

Since goblins are made of the leftover
pieces of more “perfect” life forms, they
sometimes come out with extra or unique parts.
Goblins can even gain them from experience not
just creation. Each “roll” is done as: once on the
location table then once on that part table.

Now there are a few things you must
note before rolling. First off, Not all mutation are
created equal, some cost more “rolls” than
others. If it does cost more, it will be noted in its
description. Secondly while most Mutation can
only be gained once, there are some that can be
taken multiple times. Once again if this is the
case, the description will note it.

Location

1=head
2=torso
3=arms/hands

4=leg/feet
5=other limbs
6=Special mutation

Table 1 (head)

1=horns

You have gained two bone spikes growing out of
your head. No matter the size or shape they still
do the same thing.

*+1 head butt skill, +1 head butt damage

2=Big(er) head

You’ve got more in your head than most.
Because of this, your head is a few more inches
around then others. You may take this mutation
up to 4 times.

*+1 think

3=antenna

You’ve gained a pair of bug antenna, allowing
for a heightened sense of either smell, hearing, or
both.

*your choice of; +2 smell, +2 hear, or +1 smell
and +1 hear rolls.

4=extra eyes

Cause I only have eyes for you. You have gained
up to 4 extra eyes enhancing you vision.

*+2 to see rolls, roll 1d4 to determine the number
of extra eyes you gain.

5=extra tongues

Your mouth contains more than one tongue. This
improves your sense of taste and makes licking
others more fun.

*+2 taste rolls, roll 1d4 to determine the number
of extra tongues you gain.

6=Sharp pointy teeth

This rare mutation seems to only be in Goblins
whose heads contains normal dull teeth. Your
teeth have drawn themselves to long points.

NOTE: You cannot gain this mutation if your
head gives you a bonus to bite in any form.

*+1 bite skill, +1 bite damage.

7=Hard head

Your skull is think and tough, bad for hats, good
for war. Note: this counts as two rolls not one.

* 2 points of armor for the head only, +1 head
butt skill, +1 head butt damage.

8=Venom

This is a powerful Mutation, not to be taken lightly. You have a double chin, but not do to fat. Under your jaw is two good sized glands that produce a vicious toxin. NOTE: this mutation counts as three rolls not one.

*When biting, you may Elect to deliver the poison. You can only do this a number of time equal to your Tough. It does three poison hurts of damage per turn (See below), unless someone heals the victim or the duration ends. Victims of this poison make a straight Tough vs. a difficulty equal to your tough + Bite damage. The degree of failure determines the duration in turns your poison does damage.

Table 2: Torso

1=Odd Bumps

Most races would find weird, discolored, misshapen bumps sickening! But we all know goblins are better then that.

*+2 to goblin seduction rolls

2=Sweaty/oily

Whether in the form of oily secretions or prodigious amounts of sweat, your skin is slippery. You go through a lot of shirts, But make a lot of cash as a greased pig!

*+2 to escape grabs or to break free

3=Extra nipples

They could be nicely formed or horridly gnarled things, either way they give nice advantages. NOTE: you may take this mutations up to 4 times.

* either +1 goblin seduction & +1 seduction (nice skill) or +2 intimidate. (if playing a female goblin, the nicer form of the advantage comes as full breasts rather then just nipples. Males MAY elected to do it this way as well)

4=Body leaves

In the place of some or all of your body hair, you have leaves growing. While the exact look is up to you, these plant parts are of the NON-poisonous type. NOTE: this counts as two rolls not one.

*+1 to all rolls while in bright sunlight. (aka a sunny day)

5=Thick skin

Your Skin is thicker then most, making you resistant to damage.

* 1 point of armor for your body only.

6=Back fat

No matter how thin you look from the front you have rolls of fat on you back. This extra layer allows for resistance to damage. No goblin (or human) quite understands why. NOTE: you may take this up to 4 times (oy what a back)

*+1 Tough

7=Quills

What's better then having tough long hairs all over your torso? How about long, tough, and damage inflicting hairs? Whether you're covered or just have them in key spots, holding on to you is no picnic. NOTE: this mutation counts as 3 rolls not 1

* any successful grab (by or against you) inflicts damage, equal to the degree of successes, to your opponent.

(if they grab you and get 3 successes they take 3 hurt....if you grab and succeed they take the successes in Hurt)

8=Magic Wart

The pride of any goblin beauty contest, this deformed growth not only looks good but can allow for some neat tricks. NOTE: this costs 4 rolls not 1

*the goblin gains a point in 1 spell skill of there choice, unless you have a mystic job this is the ONLY spell you can have/improve

Table 3: arms/hands

1=Swinging knuckles

One finger (or more) on each hand bends both ways. Allowing for improved dexterity and grip. NOTE: you may take this up to 4 times.

*+1 grace

2=Forearms of doom

Like a copy-written sailor we all know, your forearms are bigger then your biceps. Good for fighting, Great for tattoos.

* +1 to punch rolls, +1 to punch damage

3=Biting palm

Some how your hands have small mouths across the palms. While their teeth are soft and without edges, they can at least grip better.

*+2 to climbing rolls

4=Bicep growth

You got more muscles then maybe you should. NOTE: can be taken up to 4 times

*+1 strong

5=Wide hands

Your palms are wider across, While this does nothing for a closed fist.....

*+1 slap skill, +1 slap damage.

6=Elbow spikes

Jutting from your elbows are long bone spikes. You have gotten very use to them and their help in a fight. NOTE: this counts as 4 rolls not 1
* gain 1 extra attack that can only be use for a punch with +1 to damage.

7=Extra arms (with hands)

Jackpot!! You have more arms, while they are considered "off hands" you still got them NOTE: this Mutation cost more then one roll (see below for how many and other rules)
* You gain 1d4 arms each with a hand. The cost is 1+ the number rolled (between 2-5). For each arm; roll 1d4 for arm type and 1d6 for hand type.

8=Moaning hands

For reasons nobody knows your hands give off soft tortured moans. Can't really dance to it but DAMN if it ain't creepy!
*+2 intimidate.

Table 4: leg/feet

1=Toe jam

You feet ooze a bad smelling sticky gunk. The more times you gain this, the more your feet make. NOTE you may take up to 4 times
*+1 to stand when bare foot (since most goblin can't wear shoes to begin with...)

2=Smoking Boils

You have a/some raised bump(s) on your legs that are covered with open sores (1 on each per time acquired). For some reason they're painfully hot to touch (only touch) and they give off smoke at all times. Some believe you may have been made with machine parts as well as flesh. NOTE: maybe taken up to 4 times
+1 to speed

3=Elephant soles

There is no visible change to your feet. However, they have gain the ability to "hear" ground vibrations. NOTE: this Mutation is worth 2 rolls not 1
* if bare foot, you may roll Hear to detect hidden

people moving about or to avoid surprise attack as long as they are on the ground. (so silent movement is countered)

4=Thunder thighs

You have thick meaty thighs, besides turning most goblins on, they allow for mighty kicks
*+2 to kick rolls

5=Toe fungus

This is a powerful if not disgusting mutation. Your feet grow a huge colony of tiny things. This is not an infection, as the Fungus is part of you and works at your command. NOTE: this counts as 3 rolls not 1
*When bare foot and kicking, you may Elect to create a spore cloud. You can only do this a number of time equal to your Tough. It does 3 Poison hurts of damage per turn (See below) unless someone heals the victim or the duration ends. Victims of this fungus make a straight Tough vs. a difficulty equal to your tough + kick damage. The degree of failure determines the duration in turns your spores do damage.

6=Thigh fins

Much to your delight on the outside of each of your legs you have big fish like fins. While pants are a bit of a pain, the waters are more home to you. NOTE: this counts as 2 rolls not 1.
*+2 to swimming rolls, movement is doubled in water.

7=Happy toes

They say a good smile and a pleasant attitude can get you far in life....not sure it applies to feet. Each of your toes have a tiny mouth that smiles all the time and sometimes comment on what a nice day it is. Thankfully, even goblins can't help but be happy around your feet. NOTE: first off you need toes to gain this mutation (this leaves out feet 1,4, and 5). It also counts as 3 rolls not 1.
*+1 to all social roll while bare foot

8=Shotgun kneecaps.

Look out for you, or your knees. You can at will cause one (per turn) of your knees to fire, spraying out in a cone in front of you. This does immense damage, but afterwards you have trouble walking till it heals. Even if you have four legs, its only the front two that gain the power. NOTE: this counts as 4 rolls not 1.
* You gain 2 shots (one for each knee), firing in a cone starting from you and going out for 5 feet and is 3 feet wide at the back end. All within the

cone take 6 hurt -1 for each foot away from you they are. After firing your knee, your movement is ½ normal for 1 knee, and 1/8 normal for both (minimum 1). This stays till you have healed the damage, about 6 hurt worth per knee to its leg.

Table 5: Other limbs

1=Tail

You have been blessed with a long snake like thing growing from you butt....a tail. What the tail is good for and what it looks like requires another roll. NOTE: this mutation counts as 2 roll not one...this is due to usefulness not the fact you have to roll again to clarify what type of tail.
*Roll 1d4 1= Monkey tail, can grasp and hold things with tail, but can't fight with it.

2= Fish tail, +4 to swimming

3= Big scaly tail, Extra attack that can only be use to slap, +1 slap skill, +1slap damage

4= Bird tail, +4 to movement, or (if you can fly) +4 movement and +1 rolls while flying.

2=Trunk

Kind of like a tail, but not. Your nose is a long prehensile thing, while not as useful as an arm you still can hold things with it. NOTE: this mutation costs 2 not 1 roll

*can grasp and hold things with nose, but can't fight with it.

3=wings

You gain the unique ability to fly. Soaring above the rest of goblin world. NOTE: this costs 4 rolls not 1

*first off roll 1d6 for where the wings have grown; 1=head, 2=body (your back),

3=arms,

4=hands,

5=legs,

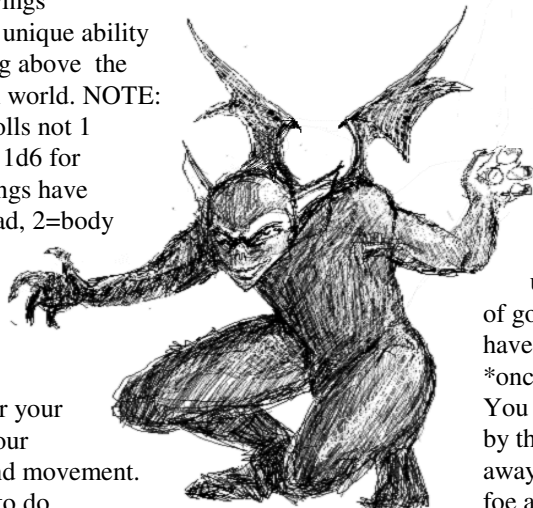
6=feet. The

movement for your flight is 2x your normal ground movement.

All attempts to do maneuvering requires the new skill Fly, which you get 1 rank of to start. Without it, you can't do anything in the air.

4=Eeps

You have what looks like a tiny goblin head



growing from a part of your body. Mostly just there in case you need to talk, they tend to help your luck in things. NOTE: You may take this mutation 4 times, each costs 2 rolls not 1.

*For each eep you have, you can once a game session re-roll a failed test.

Table 6: Special Mutation

1=Roots

Joy of joys from somewhere on your anatomy (your choice) you have roots growing out of you. Resembling the thin grass type, these roots are a vast help with survival. NOTE: This mutation counts as 3 not 1 roll.

*This mutation gives the ability to heal FAST!. The goblin can 1) sit down and rest to regain ½ their tough (round up) in hurt each hour of rest. They must have their roots in contact with soil for this to work. Or 2) can cover them selves in dirt before bed to regain all hurt of 1 type as long as it's a full nights sleep (6 hours for a goblin) without interruption. See healing in the rules section for info as to how this is helpful.

2=N.U.O's

You have N.U.O's, Nondescript Ugly Objects, on some part of you body. Since they're raised and misshapen, even in clothes people can see them. NOTE: you may take this up to 4 times.

*+1 to intimidate

3= Go Boom

You may be pathetic, you may be weak, hell you suck but if threatened look out. You some how possess the

ability to explode on command, once a game day. Some think this may be a gift from the god(s) to make up for being so messed up, as it only shows up in the most pathetic of goblins. NOTE: to take this mutation you can have no stat higher then 2.

*once a game day you may elected to explode. You do 10 Fire Hurts of damage (all parts are hit by this) to all next to you, 5 to anyone 5 feet away, and 1 to any one 10 feet away. Friend and foe alike will feel your wrath. After you do this you pass out, but since the damage is mostly shock you will wake up in 1 hour with no damage to you. Thankfully you can never be anything but Knocked out from this so if already hurt it just make you pass out with out dealing

any extra damage, you can still be hurt while passed out so be hopeful your friends live through your explosion.

4=Spinneret's

You have a weird looking gland in your butt, which makes a silk like thread of great strength. The problem is it is not sticky like a spiders so you must find your own way to use it. Given enough time you can knit yourself clothes. NOTE: this counts as 2 rolls not 1.

*you can produce 15 feet of thread per day, which can be not smaller then a hair and no thicker then 1/8 inch in diameter. The tough of the thread requires a die roll each time you make some, you roll 1d4. Give enough time, you can knit yourself clothes.

5=Omni-dexterity

You are a switch hitter, you can use any off hand, foot, limb, whatever as well as you "good" hand, foot, oh you get it. NOTE: this counts as 3 rolls not 1

*You have no off "hand" penalties for ANY limb. See rules for more descriptions of what this means.

6=Breeder

Normally (if that word can apply to a goblin), Goblins do not procreate. Goblins are formed at the well of souls at a semi-adult stage. They still have genitals, they're just for fun and excretion. You however can mate and have offspring, and, due to the composite nature of goblins, that means with ANY LIVING THING of the opposite sex. The offspring's are always goblins, but can have parts from their other parent. If two goblins mate its as random as standard goblin creation . NOTE: this counts as 4 rolls not 1
*see above.

Form Flaws

As if being a goblin wasn't a flaw enough, some goblin mutations are not actually beneficial to goblins. Why anything would be beneficial to goblins, no one is quite sure. Note, like mutations, some of these flaws can be rolled and taken multiple time, and others count as more than one roll.

Flaw Table

1 = Chicken Bumps

Blemishes are a normal part of goblin life, but normal is a relative term. Unlike the pox of similar name these really do have something to do with chickens. You have 1, or more, tiny chicken head(s) with neck growing out of you. They peck, make noise, and generally cause bad luck. NOTE: you may take this up to 4 times.
*For each chicken bump you have, the game troll can once a game session make you re-roll a successful test.

2 = Nice voice

It is a well documented fact that goblins have annoying or scary voices. You wish that was true, you have a soft lyrical voice that makes the flowers bloom.....I just threw up in my mouth.
*-2 Mean social rolls

3 = Superfluous limb brain

Most think that having more brains is a good thing, unless you're a goblin you'd never ask where the extra brains are. One of your limbs has a mind of its own....literally. Have fun with that!
NOTE: this worth 3 not 1
*roll 1d4 to find out which one it is.... If you have more then 4 limbs them increase the roll type. (1= right arm/hand, 2=left arm/hand, 3= right leg/foot, 4= left leg/foot) that limb gets a Think of 1. At any time the Game Troll wishes you may have to roll Think vs. Think with the limb, winner gets to decide what it's doing (sorry Dan you hands decided to slap you in the face for the next hour). After the limb feels it's done, you get control back. If cut off the limb functions on its own, it counts as a goblin and can mutate into a full goblin. Hehe!

4 = Inadequate part

Before you start checking your pants or padding your bra..... One of your parts (standard ones, not the ones gained through mutation) is less then its worth. NOTE: this is worth 2 not 1 roll.
*roll a 1d6 to find out which it is (see mutation location chart). That part has the normal stats but NONE of it other bonuses.

5 = Shinny and yellow

Part of your body looks an awful lot like gold. Due to this you tend to have people and goblins trying to cut you up to get it. NOTE: this worth 2 not 1 roll
*This one the game troll just gets to have fun with.

6 = Two left feet
For most races this would be a figure of speech, Not goblins. You have indeed two feet that belong on the left side. In normal action this is no big deal, but if you're in a hurry.....
*Every time you try to run you must make a Stand vs. a difficulty of 5 or higher. Failure means you fall over.

7 = Exploding blood
Something in your blood is inorganic and volatile. While it's fun to cut yourself and fling your sanguine bombs at things, being hit in combat sucks! NOTE: this is worth 3 rolls not 1
*You take an Additional 3 points of fire hurt for each successful attack that hits you. This appears as a small explosion. Blood flicked at things explodes loudly but without force (all light and sound, no damage)

8 = Hollow bones
While some bird parts would help being a goblin. (mmmm wings) You managed to get the one part of the bird you don't want, their bones. Due to your bird skeleton, you're lighter and prone to painful breaking.
*when dealt an injury (see combat and healing) you lose 2 Hurt from the blow instead of the 1. All other components to an injury stay the same

9 = Long Neck
For some horrible reason your neck is a foot or more too long! You look silly, and that's only the small problem. NOTE: you may take this Form Flaw up to 4 times
*each time you take this, gain 1 foot to your neck length and -1 to all Sense rolls to anything within 2 feet of you OR to check yourself out.

10 = Fairy Blooded
Like the old goblin curse goes "may you have not but sweet milk, and your blood be one with fairies!" You may not have the milk but damn if the last part applies. Due to the addition of fairy blood in your system you are good looking and pleasant to the eye, a thing no goblin wants. NOTE: this is worth 4 rolls not 1
*all bonuses that apply to Mean Social skills from parts and mutations are turned into Nice Social skill bonuses. (the skill section explains what skills Oppose each other and therefore translate do to this) To add to this you get a -4 to

all Mean social skill rolls.

11 = Bakery Buns
You smell good enough to eat, and everybody has to resist trying. You don't smell like one distinct food, but rather smell tasty! NOTE: this is worth 2 rolls not 1
*every time you meet someone they must roll think + sense vs. 6 dice, if they fail they will try to take a bite out of you (by the way if they leave the room and come back in...they must re-roll!). In combat, foes will try to bite you more than any other attack.

12 = Soft and Squishy
Things tend to hurt you more than others. While combat is the same for you; falls, scratches, burns, and other environmental damage tends to pack more of a punch to you
*+2 to damage to you taken outside of combat.

13 = Allergy
Something, or things, do not rub your system the right way. Whatever does it to you, the results are the same, lots of sneezing and coughing. The only thing lethal about allergies for a goblin is how hard it is to fight when having a fit. NOTE: you may take this Flaw ANY number of times and may either stack or gain a new one.
*Each time you take this flaw either; pick a thing your allergic to gaining a -1 to rolls when exposed to it OR add another -1 to an already established allergy (becoming a -2 or higher)

14 = Mouth To Limb Syndrome
Gods help us, you got the syndrome. For some reason you cannot do a thing without saying it, the Noble jobs are harder for you. While you can try to keep from speaking your action, in the end it seems to only make doing them harder.
*-4 to silent movement and hide (as well as being annoying). If you try to suppress the urge to talk, its -4 to all rolls (even silent movement and hide, due to being more clumsy).

15 = Stink Blossoms
Many Goblins have plant parts, the joys of the Well of souls. Most of these parts are welcomed as they have nice advantages to them and look cool. You have managed to get a bum one, a flower growing out of your head! Removing it is as painful as cutting off a limb. The funny part is even with its cute looks and nice smell, this one still makes humans uneasy.

*-1 to mean social skill rolls, once a game re-roll a success (game trolls choice) due to insects gathering and distract you.

16 = Drippy

Parts of you are dripping ooze, tracking you is WAY too easy. . NOTE: this is worth 2 rolls not 1

*+3 to Track you (plus you tend to make a mess of the floors)

17 = Backwards pheromones

While goblins may not reproduce, they sure do like the sex. What ever your gender preference is, you're shit out of luck. For some reason not only do you attract the gender opposed to your preference but they actively pursues you. OH, to any smart ass who chooses to be bi and has this, Bisexual's with this flaw tend to find neither are too interested.

*straight or Gay = Game Troll gets to have fun, Bi= -2 to both Goblin and standard seduction.

18 = Bleeder

While you are no weaker then the next goblin, once stuck you don't stop bleeding.

*When some one gives you a light injury they gain a special option... a Maneuver that only works on you

Name: Bleeding

Cost: none

Prerequisites:

Cause a light injury to this goblin

Benefit: They will loss 1 hurt a round till stabilized or dead.

see maneuvers for details

19 = Pink

You're pink, goblin are normally green, but pink....PINK!!!

*due to.....You're pink!! -2 to any roll to interact with goblins

20 = Fat arms

Plump tubes of fat, your arms are loaded with flab. They bend ok but make carrying things a pain.

*-1 to heavy Items you can carry.

Part 3: Hurt, Movement, and Fear Resistances

Hurt

To show both damage and the ability to be knocked out, a Goblin has Hurt. Hurt works like a pool that damage takes out of, To find out your pool add your Tough +2 then double (so the lowest you can have is 6 hurt), each body part has that many hurt to it. There is one exception which is the torso, it gets double the normal amount of Hurt. (so its minimum is 12). Now the rules for HURT and dealing with it are in the Getting Hurt section.

Movement

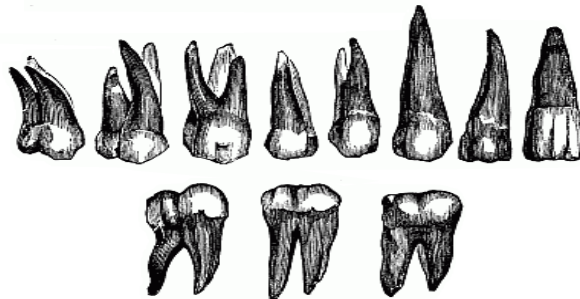
Living things tend to move...a lot. For goblins their movement is determined by multiplying their Speed by two and adding their Stand. This measurement is in feet (a goblin is the size of a small child so yeah.)

Fear Resistance

Goblin are by their nature both too dumb to understand danger and easy to spook. To make sure you haven't dropped a log in your pants there is this. The number of dice you get is Think + Sense.

The rules for Fear and all its fun are in the rules section.

Part 4: Stuff Packs



So here they are the five choices of what stuff you start the game with. Note there is a plethora of weapons, armor, and other useful things in the world of F.O.G., you just don't get them to start. The stats for said things are in the rules section.

PACK 1

(The Happy Boy/Girl)

*Butter Knife (small weapon)

*normal sized Human Shirt (goes down to your

ankles)
*Rope belt
*Empty Threadbare pouch
*hand full of things (buttons, lint, Etc)

PACK 2

(The Pampered fool)
*Broken-handled shovel (Big weapon)
*Clothes made out of two layers of old towels (armor)
*a really Cool looking hat
*a shiny thing
*one meal's worth of food in an old sock

PACK 3

(The fighter)
*a really big pointy stick (long Weapon)
*a Human child's old clothes
*old pot as a helmet (armor)
*socks, on your feet.
*Burlap sack

PACK 4

(the Explorer)
*a named rock (thrown weapon)
*Small Human's pants, pulled to under your arms
*A braid of cloth or roll of tape to tie pants on
*Sandals (armor)
*a crude map of a nearby area

PACK 5

(The spooky)
*a goblin made Robe
*A decorated Stick (NOT useable as weapon)
*Goblin made boots (armor)
*Necklace of wood beads or bone bits

Example

Bob has been forced at gun point to make a character for a Feast game to pass time during a hostage situation at the bank. Not wanting an early death he picks up some dice and rolls.....

He gets 6, 8, 1, 1, 2, 4 Or
*A Babies Head
*A scaly Body
*Sickly arm with 2 fingered hands
*and Half size legs with spiked stumps for feet

Mildly scared that the image of his goblin turns him on, he records the parts and their stats on his sheet. The goblin has a Think of 4, and Sense of

1, a Tough of 3, and Strong of 1, a Grace of 2, a Speed of 1, and a Stand of 2...but wait there's more. Each part also has bonuses. They are: +2 to Nice social skills, +2 armor for torso only, +2 to a music skill of your choice, +2 intimidate rolls, +1 to stand, and +2 kick damage, kicks ignore 1 point of armor, -2 stand on hard ground. Not too much a combat character, eh. Moving on he decides to sink two roll in jobs and one in Mutations. He decides to make a normal NON-adventuring type so he rolls two on the else table getting an 8 and a 5, some time as a Press flesh and a Picker.

For skill he gets; Know: plants:2, See:2, Smell:2, Making: poison:1, Goblin seduction:3, Know: law:2, Attack skill of his choice at 1, defense of his choice at 1. For his choices he takes Small Weapon and Dodge.

His Mutation is Trunk which allows him to hold more things but not fight. He decides that he want more mutations (as the cops are sneaking in and he needs to buy more time) He rolls a form Flaw getting Drippy, which gives not 1 but 2 rolls to him. Rolling he gets Thigh fins costing 2 rolls.

Next are his derived stats Hurt is 10 per part, Movement is 5 (1 x 2 + 3, as his leg raised his stand), finally his fear resistance is 5.

Looking over his choices he decides to take the Happy Boy/girl. Recording this he finally decides that his goblin is female, named Eep, and smells like blood.

Bob's character is done, and so are the police snipers.....

CHAPTER 2: RULES

The following chapter is devoted to the mechanics of the game. Both the terms and methods of running the core of the game. Remember this is only the core rules; rolling dice, combat, skills, stats, and the equipment rules. Other chapter are devoted to things like magic, Gaining and using experience, the game world, and enemies.

Section 1: Basic Rules and Terms

Anyone who has played an RPG will have to bear with us, instead of having a large boring “what is an Roll Playing Game” chapter to the book we have integrated much of it into the rules section. So this whole thing will have a lot of Hand holding for the new players.

SO I’ve made a goblin...now what

In this game of goblins we will need to figure out the results of events both random and deliberate. Like most Role Playing games we use dice for this, and unlike character creation we only use one type of die. Often the runt of the gamer’s dice bag, we will be using four-sided dice for this game. Why, just cause we feel like it. The only thing that does not use only four-sided dice in this is damage, but that’s for the combat section to explain.

Besides the dice (short hand D4[s]) this game needs a Game Troll, our name for the person running the game. They get the job of coming up with what you’re doing and what the rest of the world is like.

Basic rules OR How do I use the dice?

In this game you’ll be given some number(s) from either a combo of sources or just one. The number will mostly be referring to a grouping of dice you need to hold. You roll said number of D4’s and count only rolls of 4. That is your success total, which is either compared to a set difficulty roll or to another’s roll. Highest total wins, ties go to the target/defender. Simple to understand really. So where is the hard part? Mostly in the application of the rules....

Section 2: Stat Definitions

Since they were not brought up before,

here is what each stat is used for.

*Think: This measures the relative intelligence and wit for a character.

*Sense: The measure of perception.

*Tough: The measure of physical resilience and stamina one possesses.

*Strong: Strength, pure and simple.

*Grace: Hand-Eye coordination and feats of manual dexterity

*Speed: Movement and reaction time

*Stand: balance and feats of mobile grace.

Section 3: Standard Rolls

Here is what you’ll be doing nine out of ten times.

Stat Rolls

Though rare, there are some times that you just have to do things that have NO skill attached it. With a rare exception these are just a straight pool of your stat + or - whatever the environment calls for. Most of the time Goblins tend to fail these rolls.

Example: Pip is trying to move a box across the room to get to a window and escape. The box is his height and four times his own weight. The Game Troll tells him to roll -2 for the fact the floor is not good for pushing.....Pip has only a Strong of 3, so 1 die for him to roll. Thankfully the box is only a 4 die challenge (hey could be higher)

Skill Rolls

As you may have guessed, a skill roll is skill + stat. Since the composite nature of a Goblin tends to give them many advantages and Flaws, there tends to be MORE math then stat rolls.

Example: Somehow our friend Pip got the box to the window, we don’t ask. Now all he needs to do is climb up and just drop out the window. Remember his Strong is 3, well he adds his climb skill of 2 to it. Not bad 5 dice.....but wait there’s more! He ALSO has a helpful Mutation, Biting palms, so he can add 2 successes to his successful climb rolls. Go Pip!

(note the translation as to what bonus and flaws do mechanically will be discussed below)

No Skill, No Go

Goblins are not a clever bunch. In the

end they tend to rarely learn (or survive) from their mistakes. If a goblin is missing the skill to do something, they CAN'T do it...sorry no penalized roll. Guess you'll have to think of another way to do what you're doing.

Bonuses and Deductions, their translations

In character creation we use mostly three different wordings on Bonuses. Thankfully that was not just to confuse you. Each translates differently. Do note that we will be translating only these three as the others, we hope, explain themselves

1) +__ skill, this is the easiest bonus to deal with. These Bonuses simple give you ranks in a skill as if you had gained it in a Job or with experience.

2) +__ to rolls, these are bonuses applied after a roll, only if you succeed, to your success amount. This tend to make you a heavy hitter in some field.

3) +__ Damage, while damage is explained better in the combat section we still need to note it here. The number is used to alter the adjuster in damage dealt.

Fear, and Resisting It

Sometimes things happen, and your first instinct is to run....ok for goblins that's more often then not. Whenever the Game Troll decides it's needed (facing a giant foe, you're in a burning building, you saw someone's grandma naked) you roll. The difficulty is the Troll's decision. Succeed and you can function as normal, whatever that is, fail and you run around like a moron. While you're panicked, your goblin is useless until a number of turns pass equal to the margin of failure, if out of combat this turns into a flat minute.

Section 4: Difficulty and Success Rates.

Ok so now we come to the last bastion of what we can call standard in this game. After this there is only combat equipment and chapters on more complicated things. All other things within this game either add or play with this ONE section. So be warned, as rules can be edited, but part is near untouchable.

Dice vs. Dice

At its core the rules for F.O.G. are pool

of dice vs. pool of dice. The Game Troll can not just sit idly by as a player rolls. Most games do allow for it but not ours, Why you may ask? Adversarial nature of the world, in the end the word IS out to get goblins. Why that is in the end is for another chapter. So as a result the Game Troll is rolling against the players.

So how many for what level of challenge? Well that's the problem, see each gaming group is different. Some will fail no matter what against more then 3 dice, others seem to beat everything below a 6. So we say its up to the troll, right? NO!!!! We tell you all of this to caution Game Trolls... PLEASE adjust as needed.

Level of Challenge

Standard dice amount

Laughable	1 die
Easy	2 dice
Standard	3 dice
Hard-ish	4 dice
OK that's hard	5 dice
WTF	6 dice
NO WAY	7+ dice

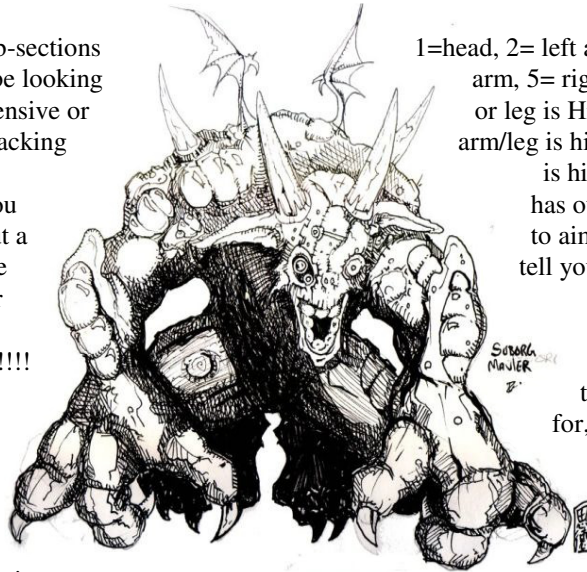
Bonuses and Deductions: when, how much, and why

This is where we start to talk about YOU the Troll and THEM the players. See, up to now its been easy, after all we've given you just what to do rules wise. This is not the case now, we can tell that bonuses and deductions are to Player dice not yours. How much to give them is, however, subjective in the end. If you want a hard and dark game you may want to give your players more minuses then pluses. A more light hearted, dare we say, silly game may never have them....as long as everyone is having fun you're doing it right! Now there are some SET bonuses and deductions, They show up in other sections. Just deal with them as is.

Section 5: Combat

On the surface combat is the same as any vs. skill roll. Attack skills are rolled against a defense skill, with the margin of success having Real significance. That's the big deal basic rule wise, we care about how much you succeed or

fail by. In at least three sub-sections of the combat rules, we'll be looking at success totals, either offensive or defensive, so be warned. Lacking either combat skill type, as explained before, means you can't do said thing. Without a defensive skill, pray they're poor fighters or your armor is good. Those who lack attack skills, RUN AWAY!!!! ALL combat skills use Grace for their "to hit" rolls



1=head, 2= left arm, 3= left leg, 4=right arm, 5= right leg, 6= head. If an arm or leg is Hit roll a d4, the odds the arm/leg is hit, or if even the hand/foot is hit instead. (if your target has other limbs you might need to aim or the Game Troll may tell you to roll a different die)

Damage

So you've hit the one you were aiming for, good for you, now what?

Well now we come to damage, well the Basics at least. You see damage has a

few parts to it,

in the end there are two styles of damage as well as a list of types (we'll keep it short for now, Game Trolls can add more later). We'll be dealing with only one style here, but the other comes next. Damage types are discussed later in its own section.

Off hand....

Ok in a few places in character creation we mention the idea of an "off hand". Simply all goblins, like humans, have a hand that they're less capable with. Whichever it is, player choice, using it for any Fine manipulation (combat, any skills that use grace) have a -1 penalty to them. Got it?

Time and When to Go

Many gaming regulars will notice that we have said much about initiative and what can be done each time in combat. Most games break down things into little easy to understand time pieces.....We don't! We play what's called "Hot potato" in Feast. Starting with the Game Troll either a bean bag is tossed at a player, or a player (or character) is named, that person describes the two things they want to do, then when they've done them, they toss to someone else. No action can be done more then once per "turn".

Now most will say that the Game Troll or an unpopular player can be avoided in this method, You're wrong though. The Troll can, at anytime he chooses, steal the turn from someone and give it to anyone (this means the Troll too). So be Nice to your table, or the Game Troll may just beat the whole gang up without letting you get a chance.....suckers!

Hit Location

After you roll to hit (and succeed) but before you deal with damage, you roll hit location. This is to show where you hit as most people just aim for the large mass and swing (aiming is shown in the maneuvers). Roll 1d6;

First and foremost we have what is dubbed "Hurt", at least by goblins. This is used for anything that that: hurts, stuns, cuts, rips, gouges, and such. Its effects are straight forward in the end, first it knocks you out, then it kills you. When all the Hurt is used up on a limb it's "knocked out" and must heal at least one point to "wake up". If you lose twice your limb's Hurt total....it's dead. So a goblin with a Hurt max of 6 has their arm knocked out when they lose 6 points of damage, and when another 6 is lost (equaling 12, if you were counting) then the arm is dead! What knocked out and Dead does, limb wise, is discussed in the Healing section.

Now how does one do damage? Each weapon has a damage number, which is then added to either Strong (for melee attacks) or Grace (for Ranged). That number is How much Hurt you do...or is it?

Injuries

The second form of damage is referred to as Injury, it is the representation of damage So sever it ALTERS the body for the worse. So when does it happen? When an attack would do an amount of damage equal to or greater then the Hurt max for a creatures limbs (you know, Tough +2 x2.) It causes only 1 hurt and then an Injury!

Now unlike hurt, injuries are deductions to stats, skills, and even special abilities. What gets deducted has to do with how much over your Max the damage is. Totals that are equal or better, but not double, lower stats by one point (when injuring the head you must choose which stat is affected, you cannot lower both with a single injury). Double and up but not higher than triple, can lower stats or skills, attacker's choice which. Triple and up can lower any of the three, and is once again chosen by the attacker. Damage to special abilities mean to either Bonuses given by Limbs (like Claw hand's +2 to punch damage), or to Mutation and their bonuses. Use the location of the hit to decide what mutation can be chosen. If the Ability has a use limit, like, so many time per day and such, the Injury lowers the use limit not the bonus it gives. If the Ability gives a none numeric advantage (flight, ability to Mate, extra attacks) You can no longer use the ability until ALL Injuries to it are Healed (that is if they can be). Finally, if the Special Ability is a mutation that gives a limb, it is just treated like a limb and not an ability (aka extra arm is subject to stat targeting and Ability loss)

Injuries stack, and if the total of your injury lowers a Stat or skill to 0.... sorry you can't use it till you've healed. In the case of the head, No Think= knocked out and No Sense = unable to understand what is going on.... Aka you're useless.

Armor

So how does armor play in to all this? To be honest of all combat components, armor is the easiest to deal with. All armor has a two part value, a number and a letter, that tells its usefulness in stopping damage. The first part (the number) simply tells us how much damage the armor prevents EACH hit. Now if a attack is high enough to deliver a injury even after the reduction, the reduction value has no effect to the one point of hurt the injury inflicts.

The second part (the letter) tells us how strong the armor is...for the weaker the armor the easier it breaks. The letter are; L= light, S= sturdy, and R= Reinforced. What is the purpose to the armor's strength? If a blow delivers an injury to a person even after the reduction of damage there is a chance it will destroy the

armor. Each letter gives a different point at which the armor MAY break. Light armor is tested for destruction when a standard (= or > but not double) injury is caused, Sturdy as you can guess is at a 2x injury, and of course at the highest injury type a Reinforced armor may fail. So you know when to test but not how, its not all that hard....roll one die succeed and the armor is fine...fail and its no longer of any use....have fun!

If you haven't guessed it natural armor Has no strength, it can only be broken by an injury.

Maneuvers and their success cost

We've been talking a lot about damage and that's fine, but some may wonder what the extra successes do in combat and how to aim and such. There is a simple system for all of this, it can be expanded or keep short (as we have it here). After an attack is rolled, if there is a margin higher than one, you may "spend" your success to improve or alter your attack or defense. You are by no means required to do a maneuver, in fact many goblins wouldn't think to, But they are there if needed.

Before we get to the list of maneuvers, There is a light bit of description needed. Besides the normal name the breakdown of the maneuver has three components. The first is Cost, this is how many successes the maneuver requires to be used. Next comes Prerequisite, some maneuvers require certain things in order to do them. Finally there is Benefit, cause you do need to know why you'd want to do the maneuver.

Attack Maneuvers

Name: Aim
Cost: 2
Prerequisites: none
Benefit: Instead of rolling for random location the player may pick what part they are hitting.

Name: Beat down
Cost: 4
Prerequisites: Strong: 2 or higher
Benefit: A normal hurt damage will become an injury, damage that would normally result in an injury becomes a high rank injury. (3x result is still the cap)

Name: Disarm

Cost: 4

Prerequisites: Think: 3 or higher, Melee only!

Benefit: Instead of damage your target loses their weapon. It will be found at their feet and take an action to pick it up.

Name: English

Cost: 5

Prerequisites: Must be a thrown weapon attack

Benefit: By using spin you may attack an additional target within ten feet of the first, you must roll to hit as normal.

Name: Extra attack

Cost: 6

Prerequisites: Melee or non thrown weapon

Benefit: may attack an additional target within weapons range of the first, you must roll to hit as normal.

Name: Fall down

Cost: 3

Prerequisites: none

Benefit: In addition to damage the target is knocked to the ground. It will take an action to get up and while on the ground the target loses two die to their defense (unless noted otherwise).

Defense Maneuvers

Name: Counterattack

Cost: 6

Prerequisites: None

Benefit: You immediately get a turn no matter if your opponent still has an action left. This counts as being thrown to. Game Trolls CANNOT steal this from you.

Name: Gimme that

Cost: 4

Prerequisites: You must be without a weapon, natural ones don't count.

Benefit: You gain your opponents weapon. If you know how to, you can fight with it

Name: Kick in the Jimmy

Cost: 2

Prerequisites: None

Benefit: Your opponent takes one point of hurt to the torso or legs, This is from a cheap shot you

have landed while defending...and no its not JUST a kick there!

Healing

Now this section has nothing to do with any magical methods, just the old fashion methods. Unless lucky enough to have a helpful mutation, goblins heal like everybody else. Now we will be talking about damage types at this point, but not in any detail. That information is below. Just understand that if the damage done is from a source other then physical, it has a "type" ok? So where to start? Well we keep talking about two statuses, "knocked out" and "dead". We also have said they apply to all limbs not just the whole. So we can start there, as we know a little about them.

"Knocked Out" mean that while still whole and undestroyed, the part is at this moment not useable. For arms, legs, hands, feet, and extra parts this is an easy thing to deal with..... You just can use them. For the head and torso, however, things get more complicated. If your head is out, you are unconscious. Nighty Night, sleep tight. If your torso is out, you lack the ability to stand upright, oh your legs work but your body is floppy. You can only lay there, pulling or pushing yourself around and pray no one tries to attack you. If they do, +4 to hit for them as you're an easy target that can't defend itself well. Sounds fun right? No? Now as for dead, that a whole different set of troubles.

If a part loses double is max (12 total for a max of 12) that part dies. Now unlike with knocking out a limb, if the big one goes so does the little one. A dead arm kills the hand, A leg the foot. This is true of the biggest part of all, The torso! If it dies that's it, your body goes back to the Well of Souls and you're recycled as it were. The head is another story, since the goblins are so "Unfinished" there is a chance that some grey matter is hiding out somewhere. If you have the flaw "Superfluous limb brain" that part becomes the body's mind till a new head is gained (XP section). It has a sense of 1 for touch and hearing but can't be used to see, smell, or taste. If you don't have the flaw you get a single die to roll, if you get a success your torso has enough to be the brain for now. The rules are the same as having "Superfluous limb brain". You eat and drink through the hole in your neck, if you want to know.

Once a part is dead you can only get it back “naturally” by mutating. The rules for this are in the XP section. Having covered all that we should move on to how you heal. Its all about time and sometimes skill. First Up; time.....

To recover from being knocked out (a good starting point) a goblin must have all extra Hurt healed (putting them to 0) then must rest the part (not using it too much) for a hour at which point the goblin gains one hurt in the part. This is easy if your torso or head is hit, cause you can't do much but lie there to begin with. After the first point though things get a little...slow. A goblin can regain hurt at a rate equal to their Tough after each nights worth of rest (6 hours). This is for all parts at the same time. Injuries are even harder to deal with. It take a goblin one week of rest (no major activities) to remove one injury penalty. In the case of non-numeric mutations this means each injury to it counts as a “penalty”. There is one exception... if the mutation take more penalties then is twice its cost in table rolls, the mutation is considered “dead”. This can be a real bummer as you cannot take the reduced XP cost for regaining a limb. (see experience in later chapters)

Now skill in healing can make things easier (or worse). For starters in the case of Knocked out parts, it's a easy Making: healing roll. If you succeed, the suck....um patient. gains the one hurt instantly, no waiting. Hurt after that and injuries are another story. Rolls to improve healing of hurt are Standard in difficulty, you can only do them once a week on a patient. If you succeed they regain double their tough each night for one week to all parts. Injuries are harder to deal with, the difficulty is 2 + the number of injuries to the part, IE you have to make a roll for EACH body part. If you succeed the heal is cut down to one penalty every four day for the next two weeks, after which the “doctor” must roll again.

Now we mentioned what happens if you succeed at the Making: healing roll, but what about failing. If the failure is less than twice the patient 's Tough...you just didn't get it to work. No harm try again in a day. However if the failure is by more then twice the patient's tough... They get worse. If knocked out they gain one extra hurt and, yes if Hurt enough, this can kill the part. If just injured but awake, the

Part is knocked out losing any Hurt it may have had. If Injured the patient rolls their tough vs. the number of injuries the part has.....succeed and all they do is take one hurt to the part, fail and they gain another injury to the part. The “doctor” can not try again till one week after the failure. If they're allowed to try at all.

Healing and Damage types

Now here come more bad news, remember all that above? Well there is one thing we didn't tell you, It applies to one damage type at a time. Confused, well we'll be going over it right now.

There are many types of damage in the world of F.O.G. In the end their effect in damage is the same....they hurt you. They however do affect the body. The body cannot heal all sources of damage at the same time. Each time one heals, the type needs to be decided on before hand. In the case of unassisted healing, the character's player is the one to choose. Healers of course get to choose type in assisted heal. Excess healed Hurt does carry over to another type, but you must reduce the amount left by one.

So what are these “types” ? The first one is the one a goblin comes to be very familiar with, Physical damage. Weapons, fists, claws, and name it... if the item does not give its damage type then its going to be physical. After that there are five main Damage types, woe to the Goblin that has all six total types.

The first two are the main ones found in nature, Fire and Cold. Fire is any heat source or flame, which includes Explosions and lasers. Cold is easier to understand as few things cause it, Ice and anything with an extreme low temp.

The Next two are mostly cause by plants, animals, or chemicals. Poison is anything that is designed to adversely affect the bodies ability to function with out using direct action. Think of any toxic substance. The other one, Corrosive, is rare in nature. It includes acid and it's opposite (called a base)

Finally the last type is Magical, while there are many types of magic out there....most goblins don't know any better. If a spell causes damage but does not specify the type its

considered "MAGICAL". Some magic weapon will also cause magical damage.

Section 6: Equipment Rules

Ok so now the part we kind of Glossed



over, Equipment. There are two real types of Equipment; Fluff and REAL!

Fluff has little to no real rules to it. Mostly; if it's a heavy item, if there is some thing you can't do with it, and what it looks like are all Fluff as described. If a player/goblin thinks of a way to use the item that's creative....the Game Troll should give them a small bonus. Besides the creative thing there is no use for fluff, so why own it? To a goblin EVERYTHING is really useful. Goblins have NO concept of money, but they do have a twisted sense of worth. Bartering is the only way to get stuff from other goblins, so COLLECT, COLLECT, COLLECT!!

Now Real Equipment is another story. It requires not only game mechanics but to be placed in four sub-categories. Each category has its own needed stats, so lets get into each one right away.

Armor

Besides a description of its appearance, armor has a number of things that it needs noted about it. This, as you might guess, applies to built armor and not the natural kind.

*As stated in combat armor has its armor Value, give in the form of a #/letter (like 1/L)

*The location(s) that said armor covers. (such as, head, torso, legs, Feet, etc.)

*If the armor has any special extras (magic boost of speed, helmet with built-in flash suppresser) their rules will be listed.

*If the armor counts as a Heavy item.

special rules

If a goblin (or player for that matter), gets it into the head to try layering armor, let them.

The damage is reduced by the total amount present, Toughness test are done for the top armor only. Once it fails then its gone, lower the damage reduction by the right amount....and carry on. What is the catch? No matter how light the armors are, two count as a Heavy item. If one of the armors was heavy to begin with, it counts as two heavy items. If both (Or more) are heavy then it raise the number of heavies. So two = three heavies, three = four, you can get the pattern. Soon or a later the dumb goblin is going to weigh himself down. Get it?

General Equipment

If the equipment is not one of the other three types (armor, transportation, or weapons) then the following rules apply. While many items in this category look like Fluff equipment, the difference is night and day, as these items DO something!

*If the weapon is a Heavy item or not.

*Its game effect and its rules

*If the item is of limited use, this is where the limits (time, doses, etc) are listed

special rules

There are a lot of useful things out there and most fall into this category. One of the main rules to deal with is limited use. Goblin are not smart enough to understand things like batteries. So flash lights tend to last a number of hours it can be used before its just a big paper weight. A Pez dispenser will have a twenty to thirty count.....sugar the ultimate pick me up.

Transportation

Goblins do find better methods to get around then walking, of course "better" is a relative term Both living, mechanical, and magical devices fit into this category. Spells that make one more better, like flight, are not.

*while most items in this category are too big to carry, there are a few items that are Heavy. This is where an item is listed as too big or just heavy.

*the Movement score, Max per turn/Max per hour (normally somewhere between x4 to x10 per turn)

*if mechanical, Fuel type and max Fuel/spent per rating (example; 10/1 per hour)

*if living it gives max time it can spend at full speed.

*if magical whether it has a travel limit and if so what.

*max passengers

*any extra info

special rules

Besides the previously stated "some items in this category are to big to carry" the rules regarding this category are four-fold.

1) Almost all forms of transportation have a limit to how long they can run. For mechanical transport there's a simple way to deal with it. You get so big a pot and once its empty the thing won't run. The reason fuel type is given is, weirdly enough, goblins can think to refuel. Now for living transportation (see horses, Cows, dogs, etc) there is only so much moving they can do before tiring out. If push beyond the Max time each hour is one hurt to ALL parts. Magic is magic.....

2) Pushing it....or extra speed....in combat a Goblin may want to get more movement out of their rig. This is called pushing it, and for some cost it makes your max spend per turn DOUBLED. Machines lose one hour's worth of fuel each time you Push it. Living things lose an hour off their total time that day. Magical thing can't normally Push it, if they have some form of travel limit then Pushing it reduces it, in some hourly way. Sorry Game Troll you're going to have to make a judgment call.

3) There is no Max cargo weight in F.O.G. In the end goblins are too dumb to even try. If players find creative ways to "increase" the passenger limit....just let them. It could be fun to watch the mayhem when they crash with someone duct taped to the roof.

4) No, there are no rules for Transportation based combat, except for crashing. Feast is not a game about dynamic action, its about a loser sub-race trying to take over the world.....badly. As for crashing, for every ten movement a goblin is going the crash

does 1 hurt to three locations (Trolls start your rolling). Maybe some time later we will give you more rules on combat....maybe.

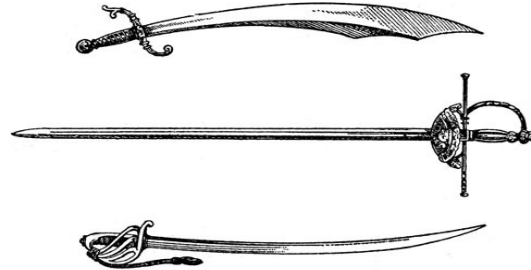
Weapons

And you thought we forgot.....If its used to hurt someone, then it's a weapon. These rules apply only to built weapons, natural ones are left to the normal rule.

*whether the weapon is ranged, melee, or both

*if the weapon is heavy

*damage amount, and, if it does damage other



then physical types

*For Melee, reach (how many movements away from you things can still be hit at)

*for Ranged, max range

*Ammo max/type

*if it requires one or two hands

*any extra Effects

special rules

The only rules that need explaining are Reach and Range. Reach and Range are both listed in Movements (feet, if you want to get metric a little over 30 centimeters) They are kept separate so weapons that are Both ranged and Melee can have the two listed without much trouble.

Weight and Items Carried

You've waited long enough, Now we'll explain Heavy items and how much a Goblin can carry. First off if an item is NOT considered "heavy" they can carry as many as they want...Why? Just for ease of game play...besides like a goblin is paying attention.

Now a goblin normally can carry a number of heavy items equal to (strong + tough, /2). Now there are a few mutation that raise this. Once at Full load, the next item will cause the goblin to stop moving (Collapses) until ALL items are removed and he has time to rest (an hour at the most)

CHAPTER 3: Magic

So you've been waiting quietly as the combat focused droll over maneuvers and weapon. Well here you go, The magical goodness (or evil...your choice). Now don't be mislead, these are simply the views and effects from the goblin's perspective. While magic does not really work in the way we will be describing, it still works for goblins this way.

The major complexities of magic are so lost on the goblin mind that it would be foolish to give you both. Besides what is more fun? Being a coherent capable user of power beyond these worlds, Or a bungling fool who at any time might blow up himself and most of the surrounding area?

In the end Spells are dealt with, much like skills. It's a Think + Spell rank roll, succeed and it does what it should. It is at this point where things get weird. To start magic is much easier for goblins, that's right your odds get better in magic. Why you ask...with all the magic it takes to hold the Amalgam that is a goblin, it was bound to affect them. So what's the catch you ask? GOOD! You're learning.....failure is not a option! More precisely no matter what, succeed or fail, the spell will do something!

Special Rules for Magic

- 1) Both 3 and 4 are counted. While normally a roll of 2,1,3,3,4 would count as one success in magic it is three successes.
- 2) All spell have failure effects as well as "extreme" failure effects
- 3) For spells if more the half of the dice come up as "1's" it is considered an Extreme Failure.
- 4) Unlike skills, spell gain new abilities with higher ranks in them. These can and will effect the Failure(s) results.

How to read the spell lists

Each spell falls in a list of spells, these represent how goblins separate them, though, as all other races know better. All spells have the following

format:

- *Name: Each spell has it own title, only, again these are the name's GOBLINS have for them.
- *Description of effect: All the non-rule affecting information.
- *Rules: While all spells are rolled the same way. How one deals with the results go here. This is, however, only for successful results.
- *consequences: this is the dreaded failure and extreme failure rules. Take careful note!
- *Growth: With higher ranks in spell comes increased or extra effects. This is where you will find them.

SPELL LISTS

Cursing

These spells would be thought of as Unholy, or Evil by most races. Designed to Both Augment and weaken, the power they call upon is nothing to be taken lightly.....to bad goblins do.

Weaken

***Description of effect:** A simple but effective spell. A few demonic words, a wave of the hand, and bamm....the might of the target leaks out from them.

***Rules:** Casting roll vs. target's Tough, each success removes a Strong from the target. Each even success also removes a Tough as well (a Roll with four successes removes 4 Strong and 2 tough). If the target's Strong reaches 0 they can take no Physical Action. This effect lasts for a number of rounds = to your Think. No Tough causes death.

***Consequences:** If you fail, Every success the target rolls (not succeeded by) reduces your Strong, this lasts the same length as if you had succeeded. If Extreme failure occurs, your torso Explodes and all limbs attach to your head...if you have no torso then lose an arm (not hand) or leg (not foot) the remaining Part attaches to the head.

***Growth:** Once the 5th rank in this spell is gained success is drain of both Strong and Tough for EACH success gain. But failure gains the original Strong to Tough loss rate (if you fail and your opponent got four successes you lose 4 strong and 2 Tough.)

Plague

***Description of effect:** A simple infliction of a

disease. Once cast the target is reduced to a quivering wreck. Always helpful.

***Rules:** Spell roll vs. Tough. If successful, the target loses a Stand each turn for a number of turns equal to the successes. If Stand is reduced to 0 the target falls over and cannot walk. Any turns after the loss of Stand then goes to Speed. No speed= Paralyzed. Effect last for four days.

***Consequences:** If failure occurs, the caster gets sick (-2 penalty) for a number of days equal to the target's rolled successes (not succeeded by). If Extreme failure occurs The caster's Strong, Tough, Speed, and Stand are reduced to one Permanently. If more than half are already at one, the goblin is reduced to a head, can only do magic and mental acts that don't use arms or legs.

***Growth:** At 5th rank it become lose two for each success on both

successes and failure

Babble

***Description of effect:** Another in a long line of debilitating spells, this one robs a target of the mind and senses. Reduced to a gibbering fool they are easy targets indeed.

***Rules:** Casting roll vs. target's Think. Each success removes Both a Think and Sense from the target. If either is reduced to 0 the target becomes incapable of doing anything coherent for the duration. If both are reduced to 0, the target just sits there or lays there for the duration. Effects last for one day.

***Consequences:** If you fail, Every success the target rolls (not succeeded by) removes a Think and Sense, this last the same length as if you had succeeded. Extreme Failure results in loss of head, Boom! If you already lack a head, you lose ALL Ranks in magic spells.

***Growth:** At 3rd, 5th, and 7th ranks the effects last an extra day. (at 7th rank, effect last for four days!)

Can't Get Me

***Description of effect:** Quite a useful spell for a goblin. It Drains the fight right out of your targets. While they retain their strength and wits, they lack any and all ability to fight.

***Rules:** Casting roll vs. Tough. For each success you lower a combat skill (attack or defense) by one

***Consequences:** Fail works like success with the target choosing to lower one of yours for each of his successes. Extreme Failure softens you up, the next successful attack does double its damage.

***Growth:** Each rank above one adds an extra skill you can lower by one per success/failure. At 4th and 8th your Extreme failure is triple the damage then quadruple.

Black Armor

***Description of effect:** With this another may gain resistance to damage. To all that look upon the target their bodies are covered with a shiny black armor no matter what part its protecting.

***Rules:** Casting roll vs. Tough. For each success you may add one point of armor to the target's body. You can stack or spread it out as you see fit.

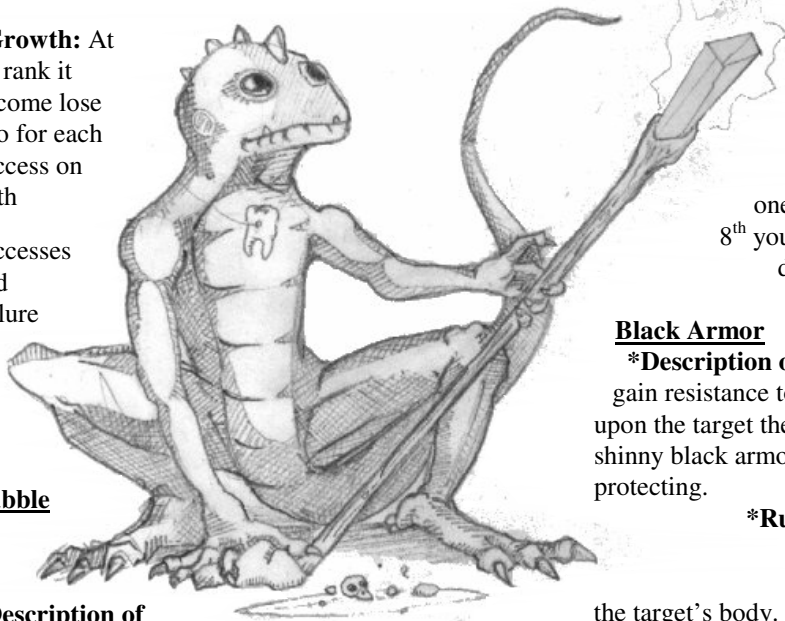
***Consequences:** Failure does a flat two magical damage to your head. Extreme Failure causes everything fifty moves around you (plus you) to take two to the head, They also know it was you that caused the damage.

***Growth:** Each level above one raises the armor points per success, distribute as you wish. Each Odd level above one will raise failure and extreme failure damage.

Big Muscles

***Description of Effect:** In battle there is just no substitute for a mook beating foes to death with their bare hands. With this spell even the weakest ally can be a mass of muscles for a short time.

***Rules:** Casting roll vs. target's Tough, each



success adds a Strong to the target for one battle. You may not raise the target's Strong by more than your Think.

***Consequences:** Fail works like success with the target losing Strong instead of gaining. The target cannot be lowered below 1 Strong. Any loss left is taken by you. Extreme failure cause an Enemy to gain Strong equal to your Think.

***Growth:** At 4th rank the limit (or gain in the case of Extreme failure) becomes x2 Think. At 8th rank its x3.

Red Eyes

***Description of Effect:** No matter the fight, a warrior is better than an unskilled fool. A berserker, however, is much more than just that!

***Rules:** Casting roll vs. target's Think, if successful they gain the following: your Think in skill raises for attack skills only, your Think in extra hurt per location. Must attack someone each round (friend or foe), +1 to intimidate due to neat Red eyes. This effect lasts for a number of turns equal to the successes rolled.

***Consequences:** Failure makes the target go blind for a number of turns equal to the margin of failure. Extreme Failure results in you going blind as well.

***Growth:** At 8th rank, success also give two points of armor to all locations. Failure and Extreme failure gains loss of hearing as well.

Goblin Plus

***Description of Effect:** Goblins are ugly, stupid, warped creatures. Some times they're just not ugly or warped enough, that's where this spell comes in.

***Rules:** Casting roll vs. target's Tough x2. Success allows the caster to roll an extra mutation for the target. This mutation can cost no more rolls than the successes gained in casting. Effects last for one hour.

***Consequences:** Failure has the caster rolling a Form flaw for the target, size of flaw and how long it last is same as success. Extreme failure has the Game Troll roll up a new goblin, the target then explodes spraying parts everywhere with this new goblin standing there. It is now an enemy of the party's and will attack them as soon as it can.

***Growth:** Duration for success and failure increases by an hour every three ranks. (at 3rd, 6th, 9th)

Dark Pacts

The unparallel horror of the greater hells is nothing to sneeze at, the fact goblins can wield it is worse. Infernal arts of damage, defense, even control are at the finger tips of some one with these spells.....not a good thing... that is, a goblin's fingers...

Hell Ball

***Description of Effect:** The caster summons a ball of pure evil and corruption to destroy foes.

***Rules:** Casting roll is treated like a ranged attack, doing magical damage equal to the successes rolled.

***Consequences:** Failure results in the target healing rather than being hurt. They gain a total number of hurt equal to the success roll. Extreme failure is treated as a successful attack...to the caster. Roll for location hit.

***Growth:** At 4th rank the damage gains a +2, at 8th a +4.

Twitchy Touch

***Description of Effect:** A single touch can convey a lot....or can cause intense pain and spasms. In the end its all the same, right?

***Rules:** The caster must first touch the target, in combat it's a simple Strong + Grace roll, once that happens they make a Casting roll vs. Tough. Success gives the target a -4 to all rolls for a number of turns equal to half the successes rolled (rounded down)

***Consequences:** Failure causes the caster to gain the penalty margin used to determine effect's length. Extreme failure has the normal failure result plus the former target gains a bonus of four to all rolls for as long as the caster is penalized.

***Growth:** the effect raises to -6 at 5th rank.

Death Goop

***Description of Effect:** With this spell a sickly, unearthly, foul ooze is summoned on to a target....it's more than just hard to clean.

***Rules:** Casting roll as an attack. Success hits the target with a 2 Poison damage spell. Each turn after the first it will do two more hurt for a number of turns equal to half your successes (rounded down)

***Consequences:** Failure causes an explosion that sends the caster back four moves, then glues them in place. They can do nothing for a number of rounds equal to 1/2 the degree of failure. Extreme failure adds the 2 poison damage a turn to the failure results.

***Growth:** at 3rd, 6th, and 9th ranks, the damage gains +1 hurt Initial and per turn.

Gimme Ammo

***Description of Effect:** Pulling the ammunition from the warrior dead in hell in times of need. It is noted goblins mostly DON'T know that guns can be reloaded and wouldn't think to do it. This spell give the caster any/all range attack ammo, be it thrown, Bowed, or shot....of course it doesn't place the ammo in the weapon. So simple firearms will have a bunch of stuff just summoned near you!

***Rules:** Casting roll vs. Hard Difficulty, Every success gains the caster one piece of ammunition. If the caster is trying to gain ammo for more then one type of weapon the caster may divide to their liking

***Consequences:** Failure has the caster being hit by the ammo, a number equal to the margin of failure. It hits doing the straight ammo damage. If the caster was trying for more then one type the Game Troll decides the division. Extreme failure is similar to standard failure, however all on the casters side of combat (including the caster) are hit as well. Location of the hits is roll by the Game Troll.

***Growth:** At 4th and 8th ranks the number of "shots" of ammo per success/failure raises by one: two at 4th rank and three at 8th rank.

Weapon Do More

***Description of Effect:** With dark radiant energy, the caster makes a normally weak weapon deadlier.

***Rules:** Casting roll vs. Hard Difficulty. Caster must be holding a weapon, Effect ends if weapon leaves caster's hands. The weapon gains +2 hurt and does magical damage. Effect lasts for one half successes. (rounded down)

***Consequences:** Failure give an opponent's weapon a bonus just like success. See success for rules. Extreme failure cause the target weapon to come alive and attack the caster. It has: a Strong, the skill to wield itself, the Parry skill, and a Hurt equal to half the failure margin. It stays animated till destroyed.

***Growth:** The hurt bonus goes up by one every 3rd rank. (+3 at 3rd, +4 at 6th, ect)

Eve Beams

***Description of Effect:** What is better then controlling the darken forces of Hell? How about firing it from your eyes!

***Rules:** Casting roll as an attack. Success results in a number of points the caster may spend between Fire damage and reduction of target's armor against the attack.

***Consequences:** Failure is simple, take your Think in fire damage to the head! (mmm burning eyes) Extreme failure does your Think in damage to a number of parts equal to 1+ half your failures rolled. (aka your head + what ever). If you roll more successes then parts you have, the excess goes to the nearest Ally starting with their heads....and so on.

***Growth** At 3rd its one point of hurt AND armor reduction not either. 6th brings two points per success for each.

Hell Shield

***Description of Effect:** As almost an instinct, the caster can create a brief disc of corruption and fire to defend themselves.

***Rules:** Casting roll as a defense. Success not only ends the attack but does half the success as fire Hurt to the attacker.

***Consequences:** Failure has the caster not only hit but taking half the failure acquired as Fire hurt. Extreme failure adds to the already painful cost of failure, One article on your goblin either bursts into flames or melts.....either way it's now useless. So to recap; hit, burnt, and loss of item.....hehehahaha

***Growth:** At 5th rank the fire damage is raised to full successes/failures rolled, no longer half.

Here's Me Wound

***Description of Effect:** Some times you just wish you could get rid of your wounds. You wish it was someone else that was hurt. At its core that what this spell does. Not truly a combat spell, yet by no means a healing spell. The spell transfers wounds from one person to another. Fun eh?

***Rules:** Casting roll Vs. target's Tough. For each Success you may remove 1 Hurt from one location to the target. If you either run out of hurt on your person or manage to kill the target (aka they can take no more hurt) the spell ends.

***Consequences:** Failure takes any Hurt on the target and transfers it to you at one failure per Hurt. All other rule are the same as success. Extreme Failure works the same with one frightening caveat, if the target runs out of hurt to give you it moves to the next closest enemy. This will keep going until you run out of failures or body parts.

***Growth:** At 4th rank the transference becomes 2

hurt per success/failure. At 8th its 4 hurt per.

Resist

***Description of Effect:** Sometimes its not the weapons you've got to worry about. In those cases a spell like this can be handy.

***Rules:** Casting roll vs. target's Tough. For each success, target gains a point of armor for EVERY body part, this armor works against everything but physical and magical damage types. So Fire, Cold, Poison, and Corrosion. Effect lasts for your Think in turns.

***Consequences:** Failure does not cause damage, but rather improves the damage done to you. Add to any non-physical or magical damage you take the total you failed by. Effect lasts for your Think in turns. Extreme failure cause you to take one point of each affected damage type for a number of turns equal to your Think. You may decide which part takes what type of damage, and yes you can stack.

***Growth:** At 4th rank, effects (and extreme failure damage) become Think +2, and 8th its Think +4

Wall of Demon Stuff

***Description of Effect:** Some time the situation calls for a barrier, in those time what its made of is less important then if it will hold. Which is good cause the wall in this spell is made of severed limbs and screaming souls, all pulled from hell.....

***Rules:** Casting roll vs. # of moves across for the wall /5 rounded up. (a 20 foot long wall is 20/5 or 4 dice). Height of the wall is no more then twice its length. It has a armor equal to the caster's Think and a number of Hurt equal to successes rolled. It is shaped at the caster's will. The wall disappears when it losses all its Hurt.

***Consequences:** Breath easy, failure just means no wall. Extreme failure results in you and your allies being unable to move or act for a number of turn equal to the casters think.

***Growth:** At 5th your wall does two points of poison hurt to anyone who hits the wall trying to destroy it. At 10th rank that damage jumps to 4 points.

Night Night

***Description of Effect:** Killing is not the answer, its more of a question really. Sometimes the answer comes back no....putting them to sleep is good in those cases.

***Rules:** Casting roll vs. target's Think. Success

puts the target to sleep for a number of turns equal to success gained. Any act that would normally wake a sleeping person will wake one under this spell.

***Consequences:** Failure results in the caster falling asleep instead, failure margin is used to determine duration. Extreme failure causes the casters eyelids to feel like lead....then their eyes fall off their heads. You will be unable to use the see skill until gaining new eyes (aka mutating)

***Growth:** at 3rd rank the duration is measured in hours, at 6th in days. Once 9th rank is reached you can use this spell on a number of target equal to the caster's Think, if you fail the same number of targets on YOUR side fall asleep starting with you.

Stall

***Description of Effect:** Some times all you want is for your foe to just stop a minute... thank goodness for magic.

***Rules:** Casting roll vs. target's Strong, if successful target can take NO actions for a number of turns equal to ½ your successes achieved. Nothing done to the target, short of dispelling, will remove the effect from the target any earlier.

***Consequences:** Failure causes the caster to take no actions for a number of turns equal to ½ the margin of failure. Extreme failure results in one of the caster's limbs turning to stone (Game Troll's choice) this halves movement (do to weight) and make the limb useless until a new limb returns (you must remove the stone limb first or suffer a -4 penalty to movement and actions till the stone limb is gone)

***Growth:** At 5th rank the duration becomes successes/failures not halved. At 10th, it's hours not turns.

Make Monster

***Description of Effect:** To gain control of an enemy is one thing. While it can be helpful, not all opponents are useful in battle. With this power, one not only gains a willing pawn, the pawn is mutated for better use.

***Rules:** Casting roll vs. target's Think + Tough (better hope for the best). Success places the target under your command for a number of hours equal to the number of successes gained. You also must roll three times on the Mutations charts and add them to your target. If a result is worth more then one roll you must pay that many rolls or rerolls. At the end of the spells duration,

all mutations are lost.

***Consequences:** Failure gives the target mutations, Game Troll rolls, but he is NOT under your control. The effects last a number of hours equal to your degree of failure....hehe. Extreme failure gives the caster one new permanent form flaw, you gain no rolls from this flaw.

***Growth:** At 5th rank you can gain one form flaw roll for your target so you can gain more mutation, this works for Failures too.

Puppet

***Description of Effect:** There are time where forcing some one to do things is the only tactic that works....other time its just fun to do.

***Rules:** Casting roll vs. target's Think + Sense. Success places the caster in a trance that ends only if you're hit or the duration ends. While under this trance they have complete control of the target. They can use any skill or stats that aren't mental. Effect lasts for a number of turns equal to successes gained.

***Consequences:** Failure has the caster in the same trance....but the target is fine and under their own control. Extreme failure has the Game Troll choosing an ally of the caster then the two switch bodies, permanently.

***Growth:** A 4th rank the spells duration lasts double the successes/failures gained. 8th rank the caster can stop the spell at will.

Flail and Fallow

***Description of Effect:** Sometimes damaging or manipulating foes is not enough. Sometimes you need to do BOTH! The whip like wounds and confusion this spell creates is a goblins best friend, boy goblins are lonely!

***Rules:** Casting roll vs. target's Sense + Tough. Success causes 3 hurt to the torso and the target must, for a number of turns equal to the caster's Think, roll their Think vs. success gain in this spell in order to perform any actions other than sit there babbling.

***Consequences:** Failure flails you and fallows your ally. You take the 3 hurt and an ally (Game Troll's choice) is affected by the confusion with difficulty equal to the degree of failure. Extreme Failure cause the caster's skin to fall off painfully. The caster suffers a -3 penalty till healed. Damage counts as 3 hurt to ALL locations.

***Growth:** at 3rd damage raises to 5 hurt. At 6th you can change the damage type to either

magical or Corrosive. At 9th the confusion now last double the caster's Think

Narda Says!

***Description of Effect:** Some times you do not need complex control of an enemy. When only a single actions is need, there is this humble spell to lend a...command.

***Rules:** Casting roll vs. target's Think. Success allows the caster to issue a short command (no longer then a sentence) IF the target understands, they will carry it out to the best of their ability. Commands that take longer then the caster's Think in minutes are uncontested after the initial casting, if it takes longer the target may make a Think roll vs. the success gain on casting every minute to break control.

***Consequences:** Luckily failure does nothing special. The target will react as chooses to being barked at.

***Growth:** The grace period (the caster's Think in minutes) doubles at 5th rank and triples at 10th.

Divination

The Art of seeing the future, past, and even distantly in the present. Now understanding the info is a WHOLELY different kettle of fish

Read Item

***Description of Effect:** Sometimes you really need to find out information from objects. Despite goblin attempts to the contrary, you can't interrogate it out of them. Sometimes diviners will bring up using this spell...sometimes.

***Rules:** Casting roll vs. 2x number of questions asked, you can ask no more then the caster's Think in questions. For every four successes the Game Troll will answer, to the best of the item's connection to it, the each question in the order its asked. Answers are sometimes vague and never given in direct responses, more in sensory impression.

***Consequences:** Rather then a lack of information or even misinformation, failure results in the item disappearing...to where no one knows. Extreme Failure causes the item to explode doing five points of fire and five points of magical hurt.

***Growth:** At 2nd, 3rd, and 4th the needed success lowers by one (so at 4th its for every success another question is answered) but each rank increases the Extreme Failure damage by one for each type.

Read Eyes

***Description of Effect:** When talking fails and beating out will take too long, a simple answer can be the best result. They say the eye can tell tales, in this case they can at least say yes or no.

***Rules:** Casting roll vs. target's Think. Success allows the caster to ask a yes or no question of the target and get a true answer or at least true as far as the target is concerned.

***Consequences:** Failure has the caster unable to say anything but yes or no. This effect lasts for a number of hours equal to the caster's Think. Extreme Failure causes EVERYONE around the caster (failure margin x100 in Moves) to suffer the effects of failure not JUST the caster.

***Growth:** Each rank above the 1st lets you ask another yes/no question, but adds one to the failure duration as well.

Read Place

***Description of Effect:** Just like items, some times places know things. So in times like that... this spell is all you got.

***Rules:** Casting Roll vs. 4x number of question asked, you can ask no more than your Think in questions. Unlike Things, Places have wider memories. For each success gained the Game Troll has a sentence to answer any and all questions. The more success the more that can be said...the Troll must answer in order but can make the answer as long or short on each question (ie. If one had four successes and four questions, the Game Troll could use one sentence answers to all four questions or give the first question a full four sentence answer...etc.)

***Consequences:** Failure has the location objecting to being bothered. The caster is drawn into the substance of the Location with only their head showing. After that, it's up to the caster's allies to get him out. Extreme Failure causes the same effect as stander failure with the addition of four points of damage to all parts, except the head.

***Growth:** At 4th Rank the exchange becomes two sentences for each success, at 8th, three per. For each Improvement add two to the damage from Extreme Failure.

This?

***Description of Effect:** We all have found ourselves helping someone look for something, something that we have NO idea as to its appearance. If only we had a spell like this to help.

***Rules:** Casting Roll vs. difficulty set by Game Troll (based on obscurity of the item). First off if the thing you're looking for is not in the area, ANY success will tell you so. If it's there, success equals finding it. The more successes the faster it's found.

***Consequences:** Failure causes a point of damage per degree of failure to the torso. This Hurt is in the form of the caster coughing up chunks of flesh, a pound per. Extreme Failure causes a hand or foot to fall off and turn into the item needed...at least you get it. If you run out of hands and feet, it does four points of Hurt per degree of failure.

***Growth:** At 5th rank you can target more than one item, but will lose an equal amount of parts for Extreme Failure.

Long Distance Eye

***Description of Effect:** Goblins don't always have a pair of binoculars handy, most don't even know what they are. This spell solves that little dilemma, and who says magic can't solve your woes...hehe

***Rules:** Casting rolls vs. a difficulty of 4 dice. Successes are placed into a ratio where in success= feet away you can see like it was a foot from you. (Ex. Epp rolls and gains four successes. So for the duration of the spell every four feet is as clear as only one foot away. Twenty feet would seem like five.) Effects last for caster's Think in turns.

***Consequences:** Failure reverses the Ratio where every foot seems (degree of failure) away. Effects last the same as success. Extreme Failure causes your eyes to fall out of your head. If you had no eyes to start....why would you cast this spell?

***Growth:** 4th rank doubles the success/failure totals. At 8th the success duration can be ended at will. At 10th the duration lasts minutes not turns.

Long Distance Ear

***Description of Effect:** Like sight, sounds sometimes are too far off to hear. Busting out this beauty is a good help.

***Rules:** Casting rolls vs. a difficulty of 4 dice. Successes are placed into a ratio wherein success= feet away you can hear as if it was a foot from you. (Ex. Mooky rolls and gains four successes. So for the duration of the spell every four feet is as clear as only one foot away. Twenty feet would seem like five.) Effects last for caster's Think in turns.

***Consequences:** Failure reverses the Ratio where every foot seems (degree of failure) away. Effects last the same as success. Extreme Failure causes your ears to fall out of your head and the holes to close up. If you had no ears to start.....why would you cast this spell?

***Growth:** 4th rank doubles the success/failure totals. At 8th the success duration can be ended at will. At 10th the duration lasts minutes not turns.

You For Me

***Description of Effect:** Its very hard to affect time. Near infinite factors all play into it's flow. Seen as the most powerful extension of divination, one can switch the very Path of one's personal time. In the end it allows the caster to trade location with another person, but failure is more painful then normal.

***Rules:** Casting Roll vs. 6 + target's Speed. Success puts you in your target's location and them in yours. If your Successes are higher then the target's Think they will be unable to act for a turn after they've exchanged locations.

***Consequences:** Failure is nothing to laugh at, but this is worse. Instead of changing places with the target, you copy him and place the copies near you. The number of copies is equal to the margin of failure. Extreme Failure results in the results of failure plus the caster explodes into six pieces (two foot/hand pieces, a head, a torso, and two leg/arm pieces) one randomly stays the caster. Each piece instantly mutates into a full goblin (rolled) with the piece they grew from as one of the parts. All but the caster, join the enemy side.

***Growth:** Ever 3rd rank, the difficulty lowers by 1 (at 9th it's 3 + Speed) this cannot lower the target's Speed.

The Thing Calls Me

***Description of Effect:** Being able to tell where your friends are can mean life or death. For who, however, is very debatable.

***Rules:** The Caster must be holding all items while casting. Casting roll vs. number of items enchanted. Successes causes a magical link between all items. As long as a holder is (100 x success gained) moves or closer, he can make a Sense roll vs. a difficulty of two. to know which way the other items are. This only gives a rough idea of location, not distance.

***Consequences:** Failure causes the items to burn and melt away doing the margin of failure in fire hurt to both of the caster's hands. Extreme Failure seems to work right, but any time

someone tries to locate using the item they must make a Think vs. difficult 8 or be put to sleep for six hours straight. They will not be able to be woken up.

***Growth:** every four ranks increases the multiplier by 100 (4th rank 200 x, 8th 300 x) each increase causes the Extreme Failure effects to last two hours longer.

Dreams of Soon

***Description of Effect:** The future is a tangled web of strands, fate and possibility. The farther in the future the worse it gets. With this spell one can see relatively near events and the outcomes. Understanding them is not part of the spell.

***Rules:** Casting roll vs. 2x hours into the future *min diff of 1*. Each success allows a glimpse of events yet to come, these images are VERY vague. The Game Troll get to have some REALLY creative fun!

***Consequences:** Failure cause your head to be struck by lightning doing your degree of failure in Hurt. Extreme Failure causes the caster to disappear for a number of hours (in game) equal to the degree of failure. When it returns, it's next to allies and without any items on it, not even clothes.

***Growth:** at 5th rank the difficulty lowers to the number of hours, at 10th it's: every two hours raises the difficulty by one. Each time the difficulty improves double failure margins for both failure and Extreme Failure....(at 5th failing by 3 dice = 6 hurt, at 10th 12 hurt)

Doom

Arcane damage, pure and simple. If a goblin has these spells.... RUN. Faster if they're on YOUR side!

Boom

***Description of Effect:** Nothing says death like large explosions. Sometimes it even means death to the target.

***Rules:** Casting roll as a attack roll or vs. a difficulty of 4. Success creates an explosion (caster's Think x 10 moves) centered around the target. Only movement based defense working in this case. Those with in the area of explosion can only roll speed to escape the blast. All hurt is Fire type.

***Consequences:** For each failed die an item (Game Trolls choice) on you explodes doing 3 Hurt to you.. Extreme Failure removes your legs and feet....aka they explode. Everyone around you takes your former Speed + Stand in fire hurt.

You now must walk with your hands.

***Growth:** Every even level you gain a +1 to your roll, and a +1 to the failure damage.

Chill

***Description of Effect:** Sometimes the slowing effect of ice and the cold of winter can be a more powerful weapon than fire.

***Rules:** Casting roll as an attack. Success does Cold damage as well as a rather helpful extra. The Next time the target tries to take an action they must succeed in a Strong vs. caster's Think roll...failure means they must pass up their turn. Success means they can act. This effect lasts for only that first turn they try to act.

***Consequences:** Failure freezes the caster's feet to the ground. The caster can not move from their spot for their Think in hours or if they succeed at a Strong + Speed vs. degree of failure roll. Extreme Failure turns the caster into ice....if they last 2x Think in hours they will turn back. All attack against the caster during this time is unopposed.

***Growth:** Every 3rd rank adds an extra turn the target can not act, unless they succeed the roll. After the first successful roll the effects end. For every increase of the success duration add one more hour for failure and Extreme Failure duration.

Big Stone

***Description of Effect:** Sometimes the best thing to say "I want you dead right now!" is a big damn rock flying at your enemy. With this spell you don't even have to find/pick one up.

***Rules:** Casting roll as an attack. Success creates a rock roughly one foot in diameter per success (aka per Hurt it does.). This will either throw them twenty moves back or into an object behind them, whichever is closer.

***Consequences:** Failure creates the rock behind you, use degree of failure to determine size and damage. The target must roll vs. half your degree of failure or is hit too. So yes, to fail may still mean you succeed. Extreme Failure results in the rock appearing above the caster, it does damage as of failure and the caster cannot take any action till the rock is moved off of them. To remove it is a Strong vs. degree of failure. If after a number of turn equal The caster's Tough spent under the rock, the caster starts taking 3 Hurt a turn. Till the rock is gone...or the goblin is dead.

***Growth:** At 3rd rank the force of the rock's

impact goes from strong to brutal, aka the stone does secondary damage, based on how far it is thrown. At this rank divide how far the target or caster is thrown by five and apply that as hurt to ALL parts. At 6th divide by three, at 9th its hurt per move!

Got You

***Description of Effect:** Some time a good Offense is in fact a good defense. How a Goblin knows that is...scary!

***Rules:** Casting roll as a Defense. Successes achieved are done to the attacker on top of the failure to hit (extra bad for some one attacking with magic) Note that if the attacker is using magic and you both fail to some degree then you both must deal with the consequences!!.

***Consequences:** On top of taking damage from the attack, Failure also adds the caster's Think to the damage. Extreme Failure causes ALL damage taken for the day to have the caster's Think added.

***Growth:** At every even rank, the caster gets to choose a damage type that they can do instead of Physical with this spell. This also adds +1 to failures (at 2nd its +1, at 4th +2 6th +3)

Sinking Mud

***Description of Effect:** Creates quicksand like mud, not too prestigious, but it does the trick

***Rules:** Casting roll vs. 5x the diameter of the spot in Movements. The area affected is hard to spot, Sense + Skill roll vs. 8. Once someone steps in it they must make a Strong + Stand roll vs. (caster's Think + successes gained / by 2) if the target fails they sink a few feet, after five failures the target is submerged and dead. Every time they succeed they move one set out. So it will take some one just in it, one turn to get out, and after four failure it takes five successes to get out.

***Consequences:** Failure finds the caster unable to do much as they are having to cough up thick foul tasting mud from their stomach and lungs. This effect lasts a number of turn equal to the degree of failure. Extreme Failure gives the caster a new Form flaw!! One that can only be gained from this spell:

Filthy mouth

You have a lot trouble speaking, and its not your language skills that hurt you. You spray a horrid green grey mud when every you try to speak. Bad for social skills and magic to say the least, worse for your shirts. NOTE: you can gain this flaw

more the once, But it NEVER counts towards your rolls for jobs and mutations.

*For each time you gain this subtract one from ALL social skill rolls (mean or nice) and add one die to the difficulty to all casting rolls.

***Growth:** At 4th rank the difficulty becomes 2x mud spot's diameter, this raise failure to two turns per degree of failure. At 8th rank difficulty is the diameter, and failure is three turns per.

Magic Flaming Mud

***Description of Effect:** Flaming tar tag.....as a spell. This little beauty can cause lots of damage, to anyone. Goblins, go figure.

***Rules:** Casting roll vs. 6. After casting the caster must touch the target, A non-weapon melee attack that does no damage. Once touched the target takes fire damage equal to your Think, for a number of turns equal to the degree of success. If any one touches or is touched by the target they start to burn for the remaining time. Sometimes goblins with high fire resistance (or high stupidity) will have it cast on themselves before battle....as an advantage!?!)

***Consequences:** Failure to cast causes the caster to be coated in thick black tar, not only will they be sticky but one good flame and they explode. Until they wash it off, any spark or flame causes the caster to burst in flame. They take the degree of failure in fire hurt each turn for the caster's Think in turns. Failure to touch just means the next living thing you touch will have the effects of the casting occur, bad time to need the potty! Extreme Failure makes the first thing you touch get the need to kill you and gain your Think + degree of failure added to all attacks for the day!

***Growth:** At 3rd the touch attempt after casting gains a +2 bonus, but if the caster has failed, any hard blow will ignite them. At 6th the damage is increased to Think +2, failure effects the caster and ANYTHING within the caster's Think in movement. At 9th its +4 to touch and Think +4 for damage, failure effects Think x10 movements.

Ice Rocks From The Sky

***Description of Effect:** Never ask a goblin mystic for more ice in your glass. Sometimes you'll get it...hard.

***Rules:** Note this spell only works outside. If cast indoors the effect work on the building! Casting roll vs. difficulty 8. Successes are Saved. This spell creates a field (Caster's Think x 20 in diameter) that is pounded by huge hard ice

pieces. The caster places where the center of the spell is located. This effect lasts for the combat round. ANYONE who enters must roll Speed + Dodge vs. the spell successes. If they fail they take the difference in Hurt.

***Consequences:** Failure results in the caster passing a very LARGE chunk of ice the hard way. Doing the degree of failure in Hurt to the torso. (or bum if you really want to think about it) Extreme Failure causes the same field to form around the caster and follow them wherever they go. Use rules for success substituting degree of failure in the place of successes.

***Growth:** At 5th rank the Duration of the spell is increased to the caster's Think in rounds. At 10th the spell lasts until combat ends.

Flying Finger Daggers

***Description of Effect:** there are many gestures using ones hands and can offend. Only goblin would find one that's an offence.

***Rules:** Casting roll as a attack roll. Success fires a long glowing dart from your finger and does five Hurt of magic damage, armor does not work against FFD unless its magical.

***Consequences:** Failure you miss, that's it. Extreme Failure results in you hitting yourself.

***Growth:** Each rank adds another dart fired. Roll each as another attack done at the same time. Damage and Extreme Failure as normal for EACH.

Glowing

How goblins came up with these spells NO one knows. Holy magic tends to be about Healing and purifying. This, however, is about Smiting, Blessings, plus looking cool while glowing with light!

Ball of Glowing

***Description of Effect:** A ball of white glowing light is hardly a scary thing. Finding out a goblin turned it into an attack...well still isn't but it's a little creepy.

***Rules:** Casting roll as an attack. Success hit's the target then explodes in a diameter equal to the caster's Think in movement. All within and the target take four magical hurt and must roll their Sense + Tough vs. difficulty of 8 or be blinded for four turns.

***Consequences:** Failure has the ball explode in the caster's hands doing no damage but blinding automatically. This includes any friends in the explosion (same as success). Extreme Failure causes the caster to teleport 10x caster's Think in

the air, each ten movement does five Hurt.

***Growth:** at 4th rank the diameter doubles. At 8th the damage raise to eight, and at 10th the difficulty to avoid blinding raises to ten and the duration of blindness doubles.

Hands of Glow

***Description of Effect:** There are high fives, then there is being smacked with the force of the divine....why goblins? why?

***Rules:** Casting roll vs. difficulty of 5, all successes add +1 per success to Punch, and Slap damage. All attacks done using this spell count as magical. Effects last for (caster's Think) attacks, successful or not.

***Consequences:** Failure causes an enemy's hands to glow, gaining the same effects as if they cast the spell. Use the degree of failure as the success and the caster's Think for duration. Extreme Failure removes the caster's hands.....they just fall off and crawl away.

***Growth:** 5th rank doubles the duration for success and failure. At 10th each degree of success/failure is worth +2 to punch/slap.

White Out

***Description of Effect:** Less a form of sustained flash and more the inverse of a darkening effect. The spell can get you out of a jam or allow for a quick escape... if you can find your way out.

***Rules:** Roll for Casting, recording the successes. Pick a spot in view all within 10x caster's Think must make a Sense or Sense + See roll against the success on casting, or be unable to see. This includes the caster! Rolls to see can be made each turn. Spell lasts for Caster's Think in turns.

***Consequences:** Failure results in the caster's eyes glowing brightly, blinding the caster for a number of turns equal to degree of failure. Extreme Failure cause the caster to explode with light. Everyone within 10x caster's Think movements is blinded for four turns and when that time passes the caster is reduced to a head, being a goblin that means its still alive.

***Growth:** At 3rd all who enter must make a second roll or lose hearing. 6th rank the spell lasts all combat or until the caster chooses. Finally at 9th the caster is immune to his own casting of this spell, another's is not covered.

Cough and Fall Down

***Description of Effect:** If another race looked at the name of this spell they would think "oh god a

plague spell!" Funny enough they would be wrong, the title is literal!

***Rules:** Casting roll vs. target's Tough + Stand. Success causes the target to cough once and fall down. They are prone till they get up.

***Consequences:** Failure causes the caster to begin to cough uncontrollable for a number of turn equal to his rank in this spell, he can perform no other actions. Extreme Failure is not that bad, you just cough up a lung. The caster loses half his torso hit points permanently and can only gain them back by growing the part back (see XP costs)

***Growth:** Each rank allows the caster to target another to suffer the spell effect. Each target rolls as normal.

Blessing of Dog

***Description of Effect:** While most would mistake this as a dyslexic joke. Somehow Goblins are convinced that praying to a canine will help bring them power.

***Rules:** Casting roll vs. a difficulty of 8. The caster gains a reroll on any action for every two successes. The caster can invoke this effect at any time as long as they don't sleep. The moment they fall asleep all reroll are lost.

***Consequences:** Failure removes a hand. When those are gone the caster losses a foot. Extreme Failure the caster is dropped to 1 Hurt each part.

***Growth:** at 10th rank its one reroll per success.

Glow White

***Description of Effect:** You gain a white glow...what?

***Rules:** Casting roll vs. difficult 5. Any success allow the caster to add their Think to any dice pool involving the stat Sense. Duration of one turn.

***Consequences:** Failure removes the color white from the caster and anything on them. Effect lasts number of turns equal you the degree of failure. Extreme Failure lowers the caster's Sense by his Think, the effect lasts for a turn.

***Growth:** Each rank in this spell increases the success and Extreme Failure durations by a turn (one turn at rank one, two and rank two...so on.)

Glow Red

***Description of Effect:** Yep you glow red

***Rules:** Casting roll vs. difficult 5. Any successes allow the caster to add their Think to any dice pool involving the stat Strong. Duration of one turn.

***Consequences:** Failure removes the color red from the caster and anything on them. Effect lasts a number of turns equal to the degree of failure. Extreme Failure lowers the caster's Strong by his Think, the effect lasts for a turn.

***Growth:** Each rank in this spell increases the success and Extreme Failure durations by a turn (one turn at rank one, two and rank two...so on.)

Glow Silver

***Description of Effect:** A Spell to gain a silver glow

***Rules:** Casting roll vs. difficult 5. Any success allow the caster to add their Think to any dice pool involving the stat Tough. Duration of one turn.

***Consequences:** Failure removes the color silver from the caster and anything on them. Effect lasts a number of turns equal to the degree of failure. Extreme Failure lowers the caster's Tough by his Think, the effect lasts for a turn.

***Growth:** Each rank in this spell increases the success and Extreme Failure durations by a turn (one turn at rank one, two and rank two...so on.)

Glow Periwinkle

***Description of Effect:** If you know what the color Periwinkle looks like, then you know how you glow.

***Rules:** Casting roll vs. difficult 5. Any success allow the caster to add their Think to any Mean social skill pool when dealing with goblins. Duration of one turn.

***Consequences:** Failure removes all color from the caster and anything on them, replacing it with periwinkle. Effect lasts a number of turns equal to the degree of failure. Extreme Failure all ally goblins smack you, doing 1 Hurt per goblins, Effects last for one turn or till you pass out.

***Growth:** Each rank in this spell increases the success and Extreme Failure durations by a turn (one turn at rank one, two and rank two...so on.)

Green Doom

With out flooding you with arcane theory, just understand that combat Green magic is just wrong. It goes against every thing natural. So of course Goblins know how to do it.

Green Ball

***Description of Effect:** Besides the name of a Druid Dress Party, this spell fires an offensive ball of nature energy.

***Rules:** Casting roll vs. the target's Dodge +

Tough. Success allows the caster to roll once on the form flaw table and apply whatever is rolled to the target. This effect lasts the caster's Think in turns.

***Consequences:** Failure gives the target a roll on the Mutations table applying result to them. Effects last for the caster's Think in turns.

Extreme Failure gives the target one of the Caster's Mutations permanently (Game Trolls choice). If the caster does not have a Mutation then the caster loses a spell which the target gains permanently.

***Growth:** At 4th rank the durations for success and failure are doubled. At 8th rank the caster gets +2 to his casting roll for this spell.

Rain of Thorns

***Description of Effect:** To make it rain is a staple of Green magic, to rain down thorns is not. Just hope your umbrella is REALLY sturdy!

***Rules:** Note this spell only works outside. If cast indoors the effect work on the building! Casting roll vs. difficulty 8. Successes are Saved. This spell creates a field (Caster's Think x 10 in diameter) that is pounded by razor sharp thorns . The caster places where the center of the spell is located. This effect lasts for the combat round. ANYONE who enters must roll Speed + Dodge vs. the spell successes. If they fail they take the difference in Hurt. This spell ignores one point of armor

***Consequences:** Failure has the caster throwing up thorns, the effect lasts for a number of turns equal to the failure degree. Each turn it happens the caster can take no action, and takes 1 Hurt to the chest. Extreme Failure turns the caster's head into a FLOWER! This new head has; Think:1, Sense: 1, Cannot talk or use any skill that use speech (excluding spell casting)

***Growth:** Every two ranks the caster has in this spell ignores one more point of armor. (at 2nd it ignores two points, at 4th three points, etc..)

Acorn Assault

***Description of Effect:** To find oneself attacked with acorns is a humbling thing, to be bested by them is down right pathetic. The stream of acorns made by this spell are....its just a pathetic attack.

***Rules:** Casting roll as an attack. Success are simple Physical Hurt.

***Consequences:** Failure buries the caster in acorns. It requiring a number of turns equal to the degree of failure to dig them out. Extreme Failure turns one of the caster's legs into a tree

branch, halving their movement. They still have feet, and if Extreme Failure happens again they have a move of one.....from toe wiggling.

***Growth:** Each rank after the first doubles the amount of acorns adding +1 to the damage. (at 10th rank you get a + 9)

Poison Spike

***Description of Effect:** Its not a bad spell, A small laceration and some poison.....so they got one right.

***Rules:** Casting roll as an attack (armor is added to the roll instead of its normal effect).

Success does one point of Hurt initially. For a number of rounds (equal to the caster's successes) the target take two points of poison Hurt.

***Consequences:** Failure results in the same one point of hurt, but instead of the poison each round they heal two points of hurt.

(duration is equal to degree of failure) Extreme Failure poisons the caster for their Think in turns (same damage as success)

***Growth:** Every two ranks increases the poison Hurt by one (at 6th rank each turn the target will take five hurt)

Cloud of Green

***Description of Effect:** Yes you guessed it....a spell that summons the exact thing it says. Thankfully It has other effects.

***Rules:** Casting roll vs. Difficulty of 6. Success creates a cloud (success x 10) movements in size. All who stand in or are looking through it suffer a penalty to hit and see equal to (caster's Think)

***Consequences:** there is no penalty if you fail. Extreme Failure gives you a random form flaw.

***Growth:** at 5th and 10th the penalties gain a +2 to them. (at 10th its, caster's think +4)

Poison Trap

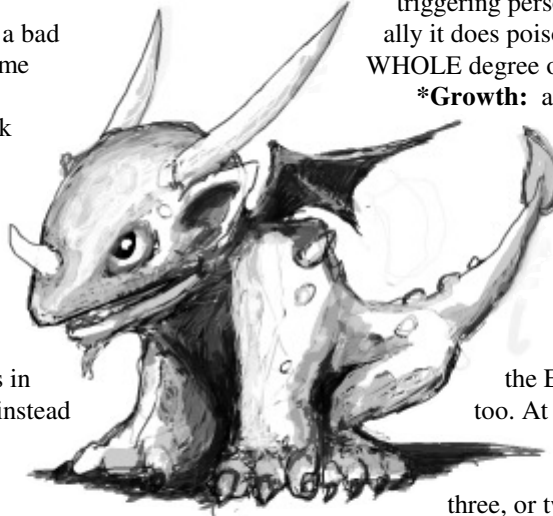
***Description of Effect:** Just what you need, goblins with traps. Big, poisonous gas mines....WEEE!

***Rules:** Casting roll vs. difficulty 4. The caster must be holding a small item at the time of this casting. Success charges the item, once thrown or placed on the ground anything that moves into a zone one move around the item (1 foot) makes the trap goes off, the magic is discharged, and the poor fool takes poison hurt equal to ½ the degree

of success rolled. The trap last an number of days equal to the caster's Think.

***Consequences:** Failure simply make a dud, the trap just never will go off. Extreme Failure and the trap heals foes and kills friends. If the triggering person is a foe the trap heals a number of hurt equal to ½ the degree of failure. If the triggering person is the caster or an ally it does poison hurt equal to the WHOLE degree of failure.

***Growth:** at 5th rank the caster can choose to have the trap work twice before becoming inert or have the trip range increase to two moves. This is decided before rolling as it counts for the Extreme Failure results too. At 10th the caster gets the choice of three triggers, a range of three, or two triggers and a range of two.



Fang Bomb

***Description of Effect:** A ball of fur that explodes in a bunch of teeth shrapnel.....kinky. Again a rare good idea from a goblin.

***Rules:** : Casting roll vs. difficulty 4. Success creates a ball the size of a child's (goblin's) palm. Anyone at this point can hold and use it. Any hard bump sets it off, so it tend to be thrown soon after creation. Wherever it is set off, an explosion of teeth occurs. Anyone in the blast (a sphere the caster's Think in moves in size) takes (½ caster's successes) Hurt that ignores three points of armor.

***Consequences:** Failure causes two teeth to spike through the caster's hands doing four points of Hurt to each hand. Extreme Failure cause a Gremlin to be created. It has either the 4, 5, 7, 10, or 11 Heads and four legs coming out of the head (roll a d4 on the Four leg table, and once on the feet table) this beasts HATES the caster but my like another in their party.

***Growth:** Every three ranks, the caster can make double the bombs in one casting (at 9th rank that's eight bombs), this also doubles the gremlins made in Extreme Failure as well as adds two to the damage done in Failure. (so at the same 9th rank failure does 10 hurt to EACH hand and Extreme Failure creates eight gremlins)

Wolf Strike

***Description of Effect:** the most frightening spell a goblin can think of, anyone so blessed gain a spectral wolf that attacks after a successful hit on an enemy.

***Rules:** Casting roll vs. target's Think. Success give the target a powerful boost in combat. For a number of attempted attacks equal to the successes gained halved, if the target hit's, a wolf appears and attacks the enemy then dissipates (see wolf in the NPC section for stats).

***Consequences:** Failure summons a wolf to attack the target and caster for a number of turns equal to the degree of failure. Extreme Failure turns the target's hand into a mini wolf's head. It can not hold items, or does not want to. The target has no control over what the hand (not arm) does. While the wolf hand will not be hostile without reason, it will not really want to do much more then eat and be lazy. The target may use try to train the hand, but it won't be easy. Target gets +4 to intimidate.

***Growth:** At 4th rank each hit causes two wolves to appear and attack. At 8th three wolves. Each wolf increase counts for failure, so at rank 8 three wolves appear and attack the target and caster.

Bark Skin

***Description of Effect:** Growing bark for armor, not very original but it works

***Rules:** Casting roll vs. caster's own Tough. Successes are Halved and applied as armor to all spots. If any part takes double its armor in fire hurt it catches fire dealing 1 Fire Hurt to that part for a number of turns equal to the armor on the part. Effects last for one combat.

***Consequences:** Failure has the bark grow inward. Dropping movement to three and halving the Grace and speed Stat (round down. If zero then you cannot move). Effects last one day. Extreme Failure has the caster growing irresistible fruit from their skin. Besides friends wanting to pick you all the time, most animals will be after you. Effects last Caster's Think in days.

***Growth:** At 5th rank it takes a fire attack that does 3x the armor to set it alight. At 10th rank the armor is no longer able to be set alight.

Shield of Leaves

***Description of Effect:** With a simple spell the caster is protected by a swirling wind that helps

to deflect all attacks. Plays havoc with paperwork too.

***Rules:** Casting roll vs. caster's Stand. Success cause the caster's Think to be add to all dice against attacks. Effects last ½ success gained in turns. While this spell is in effect most small fire sources are blown out, as well as all small debris is kicked up.

***Consequences:** Failure throws the caster in the air (or into the ceiling) doing the degree of failure in Hurt. Extreme Failure inflates the caster like a balloon, making them useless for the day (after which they belch it out) on a side note their friends can use them like ball.

***Growth:** At 4th rank the duration last for the full success in turns. At 8th it lasts the successes + the caster's Think turns.

Helping Hands

To heal and purify, the bases of all good "White" magic. Thank goodness goblins can't mess this one up.

Help Me

***Description of Effect:** A dumb name for a healing spell....but hey they're goblins.

***Rules:** Casting roll vs. difficulty of 5. Success heals the caster's Think in one type of Hurt to a number of parts equal to the successes rolled divided by five (rounded up). The only exception in poison and any damage from disease.

***Consequences:** Failure deals magical hurt to the target equal to ½ the degree of failure to one part. Extreme Failure removes the problem...or part. If there is another part attached is gone too, the exception is the torso...all other parts just bond together.

***Growth:** At 3rd the amount healed is twice the caster's Think. At 6th its two types per part. At 9th its all parts at once are healed.

Stick It Back On

***Description of Effect:** When a goblin is missing a part nothing short of mutation will bring it back.. This spell is the exception, sort of a magical duck tape of the flesh.

***Rules:** Casting roll vs. target parts stat(s) x2. Success allows the caster to take a part (hand, leg, head) and attach it to a spot missing a part. The part added does not need to be the same as the one missing. If the part is an in-between part (legs, arms, or torso) and the other connecting part(s) are sill attacked you most remove them

first be for adding. (Ex. *Croc lost a leg in a spell but not the foot, which attacked its self to his torso. After slaying a dog he find a leg that's close enough to his other. He must first saw his foot off, cast the spell to add the leg on then cast it to add the foot...*) Heads are harder to add (both stats are added then multiplied) and after its on the target must roll their Think vs. a difficulty of 6 to retain all their skills. If not, roll for new jobs equal to the number of jobs the old head HAD. Whether or not they remember their friends is up to the Game Troll.

***Consequences:** Failure not only fails to add the part but makes it instantly rot away to nothing. Extreme Failure causes the part to be attached to gain parts of its own....becoming a goblin by itself. The Game Troll rolls or chooses for the other parts. Now whether the new goblins like anyone however.....

***Growth:** At the 10th rank the stat(s) are not doubled.

Purge

***Description of Effect:** So what happens if a goblin is sick or poisoned? Thankfully goblins still think, some what, so this spell was born. Its not that great to watch but it does its job.

***Rules:** Casting roll vs. the amount of damage the target has taken from poison and/or disease. Success has the target retching for the caster's Think in turns, healing him from poison or disease a number of Hurt equal to the degree of success. This healing is do to literally coughing up the issue. If the poison or disease doesn't do damage then the difficulty is 6.

***Consequences:** Failure give the caster one of the ailments...aka a disease or one poison effecting the target. Extreme Failure kills the target.....you read that right...better know the next spell!

***Growth:** at 5th rank the retching only lasts for 1/2 the caster's Think. At 10th it last one turn.

Make 'Em New

***Description of Effect:** The problem with dead is its hard to recover from it. While most creatures would make a spell to bring the dead back, goblins just shove the old soul into a new body and move on.

***Rules:** Casting roll vs. a difficulty of 8. Success has the target dead roll a full body, if they had form flaws or mutations they must roll for them. The target can have no more rolls worth of either flaws or mutations then they

originally have. They have all they same jobs and skills as before.

***Consequences:** Failure brings the target back in only one part. Roll a d4 1=head, 2=arm with hand, 3= leg with foot, 4= torso. If not a head the part has a Think of 1 and a Sense of 1 but can only hear and touch. Extreme Failure roll a completely new starting character, the Game Troll and player can decide if it likes the rest of the party.

***Growth:** At 5th rank the difficulty lowers to 6, at 10th it becomes a difficulty of 4.

You Can Eat That

***Description of Effect:** Food can go bad when you least expect it, if you're a goblin. Sometimes that last bit of rancid meat is all you got, thats why this spell is so beloved. A little bit of magic and bang, the food is edible again.

***Rules:** Casting Roll vs. a difficulty of 4-8 depending on how bad the food is. Success makes a pound of food per caster's Think (a think of 3, then its 3lbs.) revert to a fresh form. Note this spell works on poison too.

***Consequences:** Failure makes it look fresh....but after eating it the imbiber must suffer the effects of bad food, Game Troll gets to have fun with that part. Extreme Failure turns the food into chicken(s) (one chicken per pound you would have created) that attack, as chickens tend to do when you're a goblin. . (see NPC's for chicken stats)

***Growth:** At 5th rank its 2x think for the amount made fresh (or number of chickens). At 10th its 3x....pray you don't Extreme fail at that point!!

You Can Drink That

***Description of Effect:** If you didn't read the spell above....this make drinks fresh.

***Rules:** Casting Roll vs. a difficulty of 4-8 depending on how bad the drink is. Success makes a pint of food per caster's Think (a think of 3, then its 3 pints.) revert to a fresh form. Note this spell works on poison too, which also means it turns drink Non-alcoholic! Read up on alcohol and you'll under why.

***Consequences:** Failure makes it look fresh....but after drinking it the imbiber must suffer the effects of tainted drink, Game Troll gets to have fun with that part. Extreme Failure makes the liquid explode like napalm...acts like you were hit by a Magic Flaming Mud spell, use caster's stats for effect modifiers.

***Growth:** At 5th rank its 2x think for the amount

made fresh, Extreme Failure at this point acts like you have six ranks in the Magic Flaming Mud spell. At 10th its 3x. And the Extreme Failure acts like you have nine ranks.

Nature

Magic focused on light healing and powers of animal and plant life. Most people hear "Natural goblin" and think bad smell and a lack of bathing.

Good Berries

***Description of Effect:** Sometimes you need a quick pick me up, like maybe a few more Hurt.
***Rules:** Casting Roll vs. difficulty 6. Successes halved equal the number of berries that appear in the caster's hand. Each berry when eaten heals a hurt. Type means little. Berries last for the caster's Think in hours, after that any uneaten disappear.

***Consequences:** Failure produces a foul, rotting, berry like jelly. The caster will want to wash his hand! Anyone dumb enough to try and eat it will take three Poison Hurt to the torso. Extreme Failure turns the caster's toes into Berries, all kick damage is halved and does an equal amount to the caster's foot....and if eaten the toes act like normal Good berries. This will last for a number of days equal the caster's Think, after which any remaining toes will revert to normal.

***Growth:** At 4th rank the amount of berries equals the full degree of success. Extreme Failure now will last 2x Think in days. At 8th rank the amount of berries is Successes + caster's Think. Extreme Failure is now permanent, only replacement through magic or removing the foot and mutating a new one will fix the problem.

Good Rest

***Description of Effect:** May feel better after a good nap, but with this spell they will feel GREAT!

***Rules:** Casting roll vs. target's Think + Tough. If successful the target fall asleep for the caster's Think in hours. Nothing will awaken them early, once up all hurt of one type will be healed.

***Consequences:** Failure only puts the target to sleep, after which they feel like garbage. They have a -2 to all rolls for one hour. Like success nothing will awaken them early. Extreme Failure puts them to sleep till their true love's kiss....and being a goblin means that could be anything!

***Growth:** Every two ranks the amount of time

asleep lowers by one for success and raises by one for failure. When the hour asleep reaches one hour each 2two ranks after do nothing for success. If the caster's Think increases the extra ranks will lower as normal to the minimum of one hour.

Befriend Animal

***Description of Effect:** A friend can be a great thing, at least I think so.

***Rules:** Casting roll vs. target's Think + Sense. (chicken get a plus 4 to the roll). Successes equal how long in turns the creature considers you a friend. It will try to defend you but in the end is not foolhardy. This spell doesn't work on humans or any other "Race", just animals.

***Consequences:** Failure causes the animal to attack the caster and his friends for the caster's Think in turns. Extreme Failure causes the same effects as failure, except the creature doubles in size. This doubles all physical stats and base attack damage.

***Growth:** At 3rd rank the duration is in minutes, at 6th its in hours, and at 9th its in days. This applies to success and both failures.

Spook Animal

***Description of Effect:** When intimidation doesn't work on a animal, for a goblin that may be often, there is this spell.

***Rules:** : Casting roll vs. target's Think + Sense. (chicken are immune to this spell, sucks to be a goblin) Success has the critter running away from you. They will keep going for the caster's Think in minutes. This spell works on one animal at a time.

***Consequences:** Failure sends the animal into a rage attacking the caster till either its dead or the caster is dead! Extreme Failure causes the beast to Explode! All within a twenty move range take the animals Tough + Strong in hurt. BOOM!

***Growth:** At 5th rank you can scare a number of animals equal to ½ the caster's Think (rounded up) this also increases the number of things that attack you if you fail at increases Extreme Failure to a forty move range. At 10th it's the caster's Full Think for success and failure and a eighty move explosion. BOOOOOOM!

Call Swarm

***Description of Effect:** Few things can drive a crowd away like a large group of insects.... And of course goblins have a spell to cause that.

***Rules:** Casting roll vs. difficulty 5. Successes

equal the size of the swarm in movements. It will appear anywhere in the caster's line of sight. Anyone inside the swarm will take the caster's Think as a penalty to all actions. This effects last till combat ends.

***Consequences:** Failure has the swarm fly out the caster's mouth. The caster can take no action for a number of turns equal to the degree of failure. The swarm will fly away once out of the caster. Extreme Failure gives the caster a swarm around his head for a day. The effects are: at any time that day you must reroll a success (Game Troll's choice) due to insects gathering and distracting you.

***Growth:** At 3rd rank the penalty for success raises to Think +2, failure lasts a extra two turns, and Extreme Failure lasts two days. At 6th is Think +4/ +4 turns/ three days. Finally at 9th it becomes 6 + Think/ +6/ four days.

Quick Growth

***Description of Effect:** Some goblins do have a good head on their shoulders, some have more than one. At some point a goblin figured that life would be easier if plants would hurry up and give food. Hence this spell.

***Rules:** Casting roll vs. difficulty of 5 for a near grown pant, or 7 for a sapling to seed. Success brings a plant to full growth, with its bounty ripe.

***Consequences:** Failure randomly turns an item on the caster to wood, clothes are a very scary thing. Extreme Failure has the caster 's hand fall off turning into a sapling.

***Growth:** At 5th difficulties drop by one and Failure turns two items into wood. At 10th they drop by two and Extreme Failure causes two parts to randomly fall off

Command Shrubs

***Description of Effect:** The Power to bend plants to you will, would be a great thing to have. Goblins will have to deal with control over small bushes and weeds.

***Rules:** Casting roll vs. a difficulty of either 3 (small to large weeds), 5 (sapling bushes to 1' in diameter bushes), or 7(and shrub bigger then 1' in diameter). Success counts as the number of actions they can do for you. The list of actions are as follows:

*Move two movements in any direction

*Grab things with a dice equal to the difficulty to control.

*Release its pollen or throw its fruit/seeds

* Melee attack, rolls it's difficulty to control.

Damage is either two (small) Or four Hurt (big) for Shrubs only.

***Consequences:** Failure covers the caster in moss and vines. The caster is unable to move till cut free (difficultly 4). Extreme Failure gives the plant brains and animation...and a hatred of the caster. The plant has one part with a number of Hurt equal to its difficulty to control. It gains all stats at one and can mutate with the original as the torso.

***Growth:** At 4th rank all the plant's actions are doubled in effect (aka move of four, a weed can grab with 6 dice...etc.) Failure's difficulty is raised to six, and all plants for Extreme Failure have double the hurt for their starting form. At 8th pollen does 4 Poison Hurt per turn for three turns and thrown fruit/seeds explode doing 4 Fire Hurt to all within five move of the spot hit. Failures difficulty is now eight and Extreme Failure now lets the plant gain one free roll on the mutation table, ignore cost.

Under Growth

***Description of Effect:** One of those surprises goblin tend to have, this is a really useful spell. It causes an area to be filled with grasses, moss, clover, vines, and other low lying plant life.

***Rules:** Casting roll vs. a difficulty of 5. Success directly translates to the area covered in undergrowth (each success equal a one-move area). For some reason this spell works indoors as well as out. This spell can cover tracts, make a soft place to rest, or slow a pursuit. Anyone trying to move over the area has their movement halved (round up). Effect last one day.

***Consequences:** Failure causes sweet smelling flowers to grown is an area equal to the caster's Think in movement. All goblins within ten moves of the area have a -2 to all actions due to smell. Effects last as success. Extreme Failure has the feet of the caster turn to seeds, leaving the caster footless.

***Growth:** At 5th rank the area affected doubles for both success and failure. 10th rank brings the movement penalty to a fourth of normal and the failure penalty at -4

Other

A catch all of little useful spells and ones that fit in everywhere.

Sense Magic

***Description of Effect:** Basic "where's the magic" spell. Detects anyone or thing

magical....eventually.

***Rules:** casting roll vs. difficulty 3. Success detects magical items (caster's Think x10) movements away.

***Consequences:** Failure causes the caster's nose to glow for (degree of failure) turns or (if out of combat) minutes. While glowing the caster has a -1 to all sight sense rolls and combat skills. Anyone trying to hit the caster in combat gets a +1 to their roll. Extreme Failure causes blindness in the caster for their Think in days.

***Growth:** 3rd rank brings the option to detect magic users (aka casters of any type) this is a difficulty 5 action. 6th rank allows the detection of magical locations (difficulty 7) but raises failure to a -2/+2 and Extreme Failure now lasts Think +2 days. 9th rank doubles the distance of detection to x20, failure to -3/+3, and Extreme Failure to double the caster's Think in days.

Magic Bag

***Description of Effect:** Sometimes you need something to hold your newfound loot in....well here is the spell for that.

***Rules:** Casting roll vs. difficulty 4. Success creates a bag that can hold an amount equal to a small orange for each degree of success. (if you succeed by four that's four oranges of space). The bag lasts Caster's Think in days, after which the bag disappears that all contents fall all over the ground.

***Consequences:** Failure creates a bag that seems to hold unlimited amounts.....in fact it just teleports the stuff ten moves to the caster's left. Extreme Failure creates a small head that tries to eat the caster, if left alone, it will mutate into a goblin in eight days then try to hunt its creator down and attack.

***Growth:** Each second rank doubles its holding spaces but lowers the Extreme Failure's head mutation time by one. (as 10th rank the space the bag holds is degree of success x10 and it takes three days to go from head to full goblin.)

Push

***Description of Effect:** A sort of limited telekinesis, this spell can be a real help. Of course it can also be used to annoy.

***Rules:** Casting roll vs. the Strong needed to move the object. Success moves the object up to (degree of success) movements away. The object moves swiftly but with little force. It cannot be used to do damage unless you just pushing the object to make it fall, in which case gravity is the

culprit of damage.

***Consequences:** Failure causes the caster to fall over as if pushed. Extreme Failure cause the caster to fly violently towards the target, upon hitting it they take their Think in hurt.

***Growth:** 5th rank allows for some control of the target's flight, you can make it move fifteen degrees to the left or right, failure now has you pinned for a turn like someone was holding you down, Extreme Failure now does 2x Think. At 10th rank you can now steer it up to forty-five degrees in either direction, you're pinned for two turns, you're knocked out for one hour if no effort is made to wake you.

Hand Light

***Description of Effect:** Goblins can see in the dark...well most can't. Even the ones that can sometimes forget to try. This spell makes life in the dark a little easier.

***Rules:** Casting roll vs. difficulty 4. Success creates a small ball of light that hovers two inches above your palm. Illuminating like a touch (100 movements in diameter) for the caster's Think in turns.

***Consequences:** Failure burns the caster's hand doing (the caster's) Think Fire Hurt to it. Extreme Failure causes ALL flammable items on the caster to light....Hear the Game Troll laughing now.

***Growth:** 5th rank doubles duration for success and damage for failure. The 10th rank triples the success duration and has failure setting both hands on fire for (caster's Think x2) hurt.

Fly

***Description of Effect:** Yes a spell to make you fly.....just keep reading.

***Rules:** Casting roll vs. difficulty 6. Success allows the caster to fly at a speed of (degree of success) movements. They can do this for the caster's Think in turns, after which they fall wherever they are. You can only carry what you could normally carry while flying.

***Consequences:** Failure causes the caster's cloths to fly away. BYE! Extreme Failure has the Game Troll roll a D6 for location (1= head, 2= left hand, 3= right hand, 4= left foot, 5= right foot, 6= everything but your head.) what ever is rolled grows wings detaches and flies away. Hope you can mutate a new one.....

***Growth:** Unlike other spells, there is no extra bonus to increasing ranks in fly. All you get is more speed.

Throw

***Description of Effect:** In the end, there are times you just need to throw things.....most of the time you don't want to be near the item thrown!

***Rules:** Note this spell can effect items that require a Strong to lift equal to the caster's Think, and must be in view of the caster. Casting roll as an attack.. Success throws the item at a target doing the items mass (AKA minimum Strong it takes to lift it) in hurt.

***Consequences:** Failure throws the caster at the target enemy, doing the degree of failure to BOTH parties. Extreme Failure throws the caster into the air doing double the caster's Think to him when the caster lands.

***Growth:** 10th rank doubles the object size max. (aka it can be lift with a Strong equal to up to the caster's Think x2) This triples the Extreme Failures damage.

Run Fast

***Description of Effect:** Contrary to popular belief the best defense is to not be there in the first place. He who does not fight just runs away, lives to run another day. Having the run skill is a very good compliment to this spell.

***Rules:** Casting roll vs. difficulty 4. Each success rolled is added to the caster's movement for the caster's Think in turns.

***Consequences:** Failure reduces the caster's move by the degree of failure. No matter how bad the roll is this movement can not be reduced to negatives. Extreme Failure causes the caster's legs (with feet) to run off...without them. Hope you can mutate soon.

***Growth:** at 3rd rank the caster can designate one other to be affected by the spell, this will raise the difficulty by two. At 6th the caster can target two others as well for a raise in difficulty to eight. 9th level brings the caster the choice of choosing four others to effect raising the difficulty to ten. All affected by the spell will suffer its success or failure (and Extreme Failure) results.

Send Yelp

***Description of Effect:** Adventurers sometimes need to split up, when this happens getting messages back and forth is key. This spell kind of helps with that.

***Rules:** Casting roll vs. target's Think + Sense. Success allows the caster to send a short blurb of

sound conveying a single emotion. These are by no mean true words, just unintelligible sounds sounding like it was uttered by the caster. The target can easily tell the emotion in the sound.

***Consequences:** Failure send a different emotion (Game Troll's choice) to the target. Extreme Failure sends the target all of the caster's possession. Cause nothing says "send help" like your pants!

***Growth:** At 4th reduces the difficulty by 2 (minimum of 2), 8th rank makes the difficulty the target's Think only.

Goo

***Description of Effect:** A spell to make a sticky substance.....yet sounds like goblins!

***Rules:** Casting roll vs. difficulty of 6. Success creates a fist size amount of Goo per degree of success. This goo is stick and foul smelling, have fun being creative with its uses.

***Consequences:** Failure creates.....nothing, can have horror ever time you fail! Extreme Failure turns a random part to goo. Game Troll rolls for hit location.

***Growth:** 5th rank doubles the amount created, 10th rank triples it.

Power

The arcane version of a Telsa Coil, these spells are about trying to amass power and fire it off in great displays. All spell in this list give the option to fire or hold, allowing success to carry over.....now think about failing after five turns of build up!

Show of Force

***Description of Effect:** A good push or strike can say alot. Since most Mystics are wimps this spell is a good substitute.

***Rules:** Casting roll vs. 5 + (number of turns Held). Caster declares that they're casting this spell, and whether they're holding or not. Each turn they must declare whether they will still hold or fire off the spell. Success pushes or hits all things within the caster's Think x10 movements as if by the caster, as if they had a Strong x (turns held). The target may chooses to roll defense verses the Strong as a difficulty.

***Consequences:** Failure hit's the caster for (turns held) Hurt in the head. Extreme Failure does (turns held x10) Hurt to the caster's head and torso.

***Growth:** 5th rank brings the Strong to start at

x1 (normal it take two turns to start at x1). 10th increases the range to Think x20.

Flaming Death

***Description of Effect:** Read the title and remember there is a goblin at its core....yeah.

***Rules:** Casting roll vs. difficulty 5, after you have rolled successes. You can hold till the next turn, at which you roll add the new successes to the old (if you succeed) and either hold to roll again or let it go. If the caster choose to strike with the spell the target must make a Dodge roll beating the number of success saved up. If the target wins, the spell just misses, if the caster wins it does Fire Hurt equal to the total successes gained on the spell before attacking with it.

***Consequences:** Failure at ANY of the build up castings sets the caster on fire for a number of turns equal to the Success that had been saved (or 1 turn if this is the first casting). The caster takes a point of Fire Hurt each of those turns and cannot be put out. Extreme Failure causes the caster's torso to explode doing (Caster's Think) in Fire Hurt to all in a radius of (left over success x10) movements. If there are no success (Extreme Failure on the first casting) then it's a radius of five movements.

***Growth:** None other then better chance at DOOM!!

Ice Scream

***Description of Effect:** The caster takes a deep breath in and lets loose a ear piercing scream. Freezing foes before them....hopefully!

***Rules:** Casting roll vs. difficulty 5, after you have rolled successes you can hold till the next turn, at which you roll, add the new successes to the old, (if you succeed) and either hold to roll again or let it go. When you release the spell all foes within a cone (caster's Think) long, and at the widest (2x caster's Think) in movements must roll defense. If the target's manage to succeed then nothing happens, if the caster succeeds then any and all losing target(s) take 4 Cold Hurt and take no actions for (the degree of success - target's defense success.) turns.

***Consequences:** Failure at ANY of the build up castings the caster is frozen for the stored success in turns (they can take no actions). If this failure occurs at the fist casting the caster takes 1 point of Cold Hurt to the head. Extreme Failure turns one of the caster's parts (Game Troll rolls for location) to ice cream. While tasty it is of little use, after it is eaten or melts any other parts

reconnect to the remaining parts as normal.

***Growth:** 5th rank doubles the damage from success but makes one more part turn to ice cream if Extreme Failure occurs. At 10th the damage is multiplied by the caster's Think, but Extreme Failure now claims three parts!

Stone Eruption

***Description of Effect:** Most see a rock and think "a rock" a goblin with this spell sees a rock and thinks "BOOM!"

***Rules:** Casting roll vs. difficulty 7, after you have rolled successes You can hold till the next turn, at which you roll add the new successes to the old (if you succeed) and either hold to roll again or let it go. You MUST have a Rock in you sights in order to cast this spell. When released the spell does (rocks size, a Game Troll's call) in Hurt to anyone (successes) movement away.

***Consequences:** Failure at ANY of the build up castings causes the caster to be buried in a (successes saved up) movements high pile of gravel. The caster must be unburied before they can act again. If failure occurs at the first casting of the spell the caster's mouth fills with gravel, they cannot cast a spell till they spit it out. Extreme Failure turns the caster to stone for (caster's Think) in days.

***Growth:** At 3rd rank the damage done in success becomes (size + caster's Think), failure now is doubled (success stored x2 turns high or it take two turns to spit the stones out). 6th rank doubles 3rd ranks bonus/penalty. Finally, at 9th rank the damage is tripled and Extreme Failure become permanent.

Needle Storm

***Description of Effect:** A wonderfully frightening spell, the caster summons a cloud of needles to pierce his foes....or friend if in the wrong spot.

***Rules:** Casting roll as an attack roll, after you have rolled successes you can hold till the next turn, at which you roll, add the new successes to the old, (if you succeed) and either hold to roll again or let it go. The released spell creates a cloud (caster's Think) around the target. The target and anyone within the cloud takes the Successes in hurt. This spell ignores three points of armor.

***Consequences:** Failure at ANY of the build up castings does the saved damage to the caster only, as well as one hurt to the eyes, blinding them for two days AFTER its healed. Failure on

the first roll only does hurt to the eyes as above. Extreme Failure reduces the caster to a head, painfully. The caster will pass out for the rest of the day.

***Growth:** 5th rank raises the armor penetration to six, failure increase the eye trauma to four days. The power 10th rank bestows total armor penetration, but Extreme Failure has the caster's now severed head losing 1 Think or Sense (player choice) after waking up.

Painful Light

***Description of Effect:** Thankfully when a goblin thinks "flashing" this is what they mean. While rather bright the effect is more for hampering and humiliation.

***Rules:** Casting roll vs. target's Sense + Tough. Success blinds the target for (caster's Think) turns and imposes a -2 penalty for (degree of success) turns once sight returns.

***Consequences:** Failure causes a soothing light, target is not blind and gets +2 to all rolls for (degree of failure) turns. Extreme Failure blinds the caster for (caster's Think + target's Think) turns.

***Growth:** At 5th rank the penalty/bonus raises to four. At 10th the blindness gains a +2 to its duration.

Multi Me

***Description of Effect:** What's better then one goblin? More then ONE! Not buying it? You learn fast.

***Rules:** Casting roll vs. difficulty of 8. Successes are divided in half (rounded up), the resulting number is how many copies of the caster there are. Each one is controlled by the player of the caster, they're around for the scene. Oh and each copy has one less Think then the original. Death of copies does nothing to the caster, except for a creepy feeling.

***Consequences:** Failure tires out the caster, so much in fact that until he rests for (degree of failure) hours he can cast NO spells. Extreme Failure copies a random foe or item (Game Trolls choice). Rule work the same as success but use the degree of failure instead.

***Growth:** A better chance at success is its own reward here.

STOP!

***Description of Effect:** Nothing shows power like being able to tell someone to do something, and it works....

***Rules:** Casting roll vs. x2 the target's Think. Success forces them to take NO action the next turn or stop any on going action they are doing.

***Consequences:** Failure cause the effect to target the Caster. Extreme Failure causes the Caster's heart to stop for a turn (the caster can do nothing during this time), after which the caster must make a Tough roll vs. the degree of failure. If this roll is failed then the caster dies, such success has the caster at a -4 penalty for the rest of the day.

***Growth:** Every two ranks add another target effect, as well as a +1 to turns in failure or to the tough roll difficulty in the case of Extreme Failure.

Summer and Winter

***Description of Effect:** This duel sided attack is weird to see. A ball half of fire and half of ice flying at the target...weird.

***Rules:** Casting roll as an attack roll but give the target +1 dice. Success does damage equal to half the degree of success. Half the Hurt is fire and the other half cold

***Consequences:** Failure freezes the caster in flaming ice! He cannot act for (Caster's Think) turns or until three Hurt of physical damage is done to the ice. While in the ice the caster take one point of Fire Hurt a turn. Extreme Failure freezes an arm off and burns a leg off....(Game Troll's choice)

***Growth:** at 10th rank the damage becomes full degree of success, failure lasts for twice the caster's Think, and Extreme Failure takes both arms and both legs...

Twister

***Description of Effect:** Aunty EMM! Now your goblin can create a mini tornado of his own....monkeys not included.

***Rules:** Casting roll vs. difficulty of 6. Success creates a tornado (Caster's Think in feet) High. The caster can take no other action then controlling the Twister, until he stops (being knocked out is a good method of that). The twister can be made to move four movement a turn, anyone caught in it must roll Strong vs. (degree of success on the spell). Failure throws them the difference in movements (doing the same number in Hurt). Objects are moved as if a person with (degree of success in the casting) Strong. While the twister is around all ranged attacks are at a two to hit.

***Consequences:** Failure causes a brisk wind to

blow the caster's possessions and clothes (degree of failure x10) movements away from the caster in random directions. Extreme Failure spins the caster then throws them (degree of failure x100) feet away. The caster then must make a Think + Tough roll or die from the trauma.

***Growth:** At 4th rank the caster can walk the movement once on their turn while maintaining the spell. 8th rank allow an action as well as A full movement.

Well Tapping

Direct use of the Well of souls....damn

Plant Emplacement

***Description of Effect:** The magic of the Well in a unmovable weapon form.

***Rules:** Declare if its melee or ranged emplacement. Caster roll vs. difficulty 6, success has the Game Troll Roll once for foot (only 1 foot, not a pair), a torso, and arm (not a pair), and either a hand or it gains a spine pouch (range 100, damage 10, ammo 20). The emplacement has the stats figure as the parts will give with two exceptions; use the caster's think in place of the plants Grace and the plant has 1 in any skill it needs. Oh and YES...the plant can be knocked over but can't get up.

The caster can make it attack when and who he wants. It doesn't take of the caster's turn, instead when the casts turn comes around the caster gets: ! Extra action for the plant ONLY! The plant lasts for the (degree of success) turns, Or two hours if summoned out of combat (for defense I guess)

***Consequences:** Failure gives the caster the stink blossom mutation for (caster's Think) hours. Extreme Failure creates the plant but it attacks only the caster and his friends.

***Growth:** At 5th rank the caster can call for an Improved version, which has (half the caster's Think) in mutations. Game Troll roll as normal ignoring parts that the emplacement doesn't have. Yes wings makes the thing hover in the air where it was summoned. This increases the failure duration to (think x2). At 10th the number of mutations increases to (full Think) and # times the caster's Think in failure duration.

Meat Sword

***Description of Effect:** Ok...so You can make more than a sword with this spell but the name is

cool!

***Rules:** Casting roll vs. a difficulty of 3 (for a dagger), 5 (for either a broadsword or short bow), or 7 (Battle ax). Success creates (caster's Think) in the weapons of choice. The stats are in the index. All weapons are made of bone, sinew, and flesh....as such they are grotesque and frightening. All wielding one of them get a +1 to intimidation. The weapons last for two days, then die and become useless.

***Consequences:** Failure produces a pile of putrescent flesh and bone, anyone who see it (caster too) must roll Tough vs. 4 or spend the degree of failure puking (aka turns wasted). Extreme Failure has all weapons summoned in the caster (doing their base Hurt) then disappear, ***Growth:** Every two ranks add +2 to the number of weapons/ tough roll.

Little Pet Gremlin

***Description of Effect:** A little pet to love, to care for, to eviscerate the enemy with.

***Rules:** Casting roll vs. difficulty 6. Success has the Game Troll roll for a head, torso, two sets of legs, two sets of feet. Use the caster's Think for the critter's Strong and Grace. The critter has no Think score, besides that use the average of its Speed and Stand....use the other parts as normal. All bonus able as they normally would. It has a skill of 1 in anything it needs.

The creature acts under its master's (see caster) will. On the caster turn it gets its own turn. The Gremlin lasts (degree of success) turns or two hours out of combat.

***Consequences:** Failure creates a pound of flesh.....that's it. Extreme Failure summons a chicken....hehe

***Growth:** At 3rd rank the caster has the choice of making it flying (remove one set of legs/feet, and replace with wings in its place) or swimming (remove one set of leg/feet and add the fish tail mutation and the ability to breathe under water). At 6th rank you can summon upgraded gremlins, roll for (caster's Think) mutations ignoring any parts they didn't have. At 9th you can summon up to (caster's Think) in gremlins of any type.

Each new ability in this spell adds one more chicken to the Extreme Failure result.

Living Armor

***Description of Effect:** when your armor bleeds for you...wait did I say your armor bleeds?

***Rules:** Casting roll vs. 4 (+2 for each extra part protected. See below) Success creates a piece of

armor from flesh, bone, cartilage, and other living components with a rating of (Caster's Think). It lasts for one day before dying and becoming useless.

A part in this case include pairs. If you just make armored leg covers (see pants) it covers both the right and left. An armored shirt is only two parts (arms and torso) not three.

Due to the disturbing nature to this power anyone wearing the armor gains a +1 to intimidation.

***Consequences:** Failure rips the caster's skin off, doing one Hurt to all parts. Extreme Failure destroys the caster's torso. Leaving the caster a bunch a limb connected to the head.

***Growth:** every two ranks adds another piece of armor (a copy not extra part covered) summoned. Thankfully this does nothing to either failure type.

Give Em Head

***Description of Effect:** When you're done laughing like a child.....there now....done yet? Oh never mine.

***Rules:** Casting roll as an attack roll. Success creates a living head you throw at the target. The head itself screams, bites, and questions the target's sexual orientation.

***Consequences:** Failure summons genitals instead, doing no damage. In fact the insult add fuel to the target's fire, They gain a +1 to their next attempt to hit the caster. Extreme Failure causes the head to appears on a random location (Roll them bones Game Troll) on the caster. It bites down hard and keeps gnawing till it's killed. It does (caster's Think) Hurt each turn till the part is dead, at which point the head itself dies. The head can only be killed if targeted (using aim Or taking a -4 to your attack roll). The head has Hurt equal to 1/2 the degree of failure.

***Growth:** At 5th rank the caster can choose to make it a flaming head, adding +4 Fire Hurt to the damage (to success and Extreme Failure) and flaming genitals do 1 Fire Hurt but raise the bonus to hit the caster to +4 (hey a flaming dick will anger you!) At 10th, success now makes a biting head (see Extreme Failure for what the damage/removal rules are). Failure now gives the target two to damage dealt to the caster for that one hit.

War Bulk

***Description of Effect:** If it was any other race, it would be called war HULK. So much for

goblin naming

***Rules:** Casting roll vs. difficulty 7. Success is halved, roll up a random goblin without mutations or jobs, left over success (from the halving) is used to increase the creatures size by 4 feet each (adding +3 to each PHSYCAL stat. SO no Think or Sense). *Example: Ogg summoned a War bulk getting 4 success, this increase the Bulk by 8 feet (4 / 2 X 4feet) which will add + 6 to all physical stats.*

The Bulk also has all combat skill at that number (the halved successes).

The great beast has no love for friend or foe, so to compensate for it the caster must be in constant control of the beast. The caster can take no actions while the creature is around, it acts in place of the caster in initiative, any time the caster is hit he must roll Think vs. Hurt taken. Success and everything is as it should be, fail and the creature is dispelled. Kill the caster and the creature is dispelled.

***Consequences:** Failure drops (100 x degree of failure)lbs of flesh on the caster. All parts take (degree of failure) Hurt. Extreme Failure summons the Bulk... but its uncontrolled. (use degree of failure halved in this case) The Game Troll dictates what it does. And the caster is knocked out. The War Bulk lasts for (caster's Think x2) turns.

***Growth:** 5th rank allows the caster to summon a Bulk with mutations (caster's Think worth), this applies to Extreme Failure as well. At 10th the Caster's full Success (or failure) are applied to the Bulk, failure is doubled in both amount and damage.

Beast of Some Use

***Description of Effect:** Sometimes you need to move faster or carry more stuff. When this spell works that's what you get....when it works.

***Rules:** Casting roll vs. difficulty of 5. Success creates a beast (Game Troll rolls for it once again) with a torso, four legs (all the same, so if 5 is rolled, that's all she wrote) and four feet (once a gain all the same). Now add (1/2 degree of success) movement and as a Strong of 2 + (2x caster's Think).

The animal has; Run: auto succeed, Kick:1, Dodge: 4.

Note 4 legged goblins cannot ride animals made with this spell, but can use them as a beast of burden.

***Consequences:** Failure removes the caster's legs and feet for (degree of failure) hours. They

return after that time...duh. Extreme Failure is just like the normal failure....except they don't come back. BYE BYE!

***Growth:** At 5th rank the bonuses to movement and Strong are doubled (so is degree of success and 2x Think). But so is failures duration. At 10th the caster can make a flying or swimming mount. For flight the legs are replaced with two sets of wings, movement is four times degree of success. Swimming just add the fish tail Mutation, and it can breathe water ONLY!

CHAPTER 4: DA World-

So now after all that we come to what the game is all about. We can explain the places goblins go to...whatever they do!

SO WHERE DO THEY COME FROM?

When whatever force(s) made all of creation did the deed, it was done in spades.

The excess needed to be put some where. In the end a New realm was made, and placed outside of all creation. It was here that all that excess was placed, the goblins call it the "Well of Souls".

Scary enough the name is very appropriate. There is nothing in the realm but all that is needed to create any/everything. No real things, just the potential for them. Like a huge pool waiting to be drawn from. Nothing, however, is perfect and even the "Well" leaks

WELCOME TO GOB LAND

The true place goblins normally Live, Love, and Die is call Gob Land. It is just about the weirdest place you can find, as the whole thing is composite in nature. From the vast fungal Jungles, Brier plains, Artic desert, and near boiling seas this is an ecologists nightmare. To make matters worse 90% of all life here is composite life, random creature parts slapped together. To this place goblins appear, as they're not normally born, and have their very own society. That is where our story should end, but as said nothing is perfect!

TIME TO FEAST!

Every so often the stars align and a gateway from Gob land to our world forms. According to Goblin legend If they can take

over enough of our side, not only do they get to stay but they become a "Normal" race. For reasons no one can tell they call it the "feast of goblins". There are just three little problems to all this; 1) the gates are REALLY random. Not only is there no way to tell when they will open or close, But at what is in our history is random as well. One feast may open up to Medieval France, another modern day America. 2) These are goblins we're talking about, they are not smart enough to reload let alone succeed at conquest. 3) No one has confirmed

this. Some

goblin.....Scholars?.....point to tales of Orcs, trolls, and other monsters as proof. In the end no one really knows.

PLAYING DUMB: GOBLINS AND THEIR WORLD.

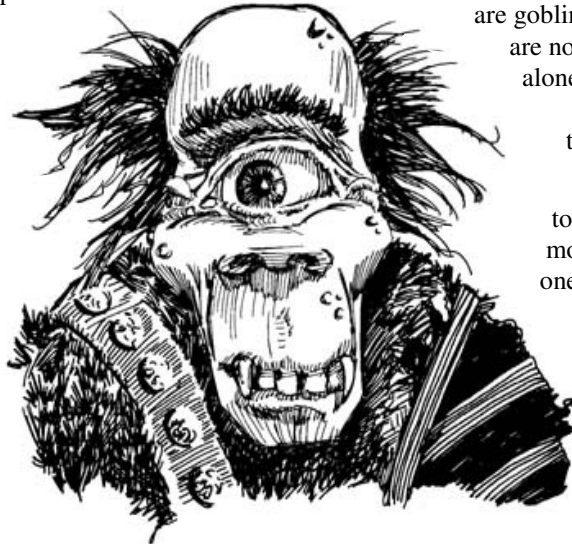
So knowing all this, How does a game of Feast

run? What stories are there to be had? To be honest, anything you want. While the game is bent towards comedy you can go anywhere with it. So to help, we will get to more necessary details.

Culturally, goblins have a crass, poorly copy cat like life style. They live in small cramped villages, with about 200-300 goblins. Since goblins are not born, but spawned full form from the Well, their family groups are by random attachment.

"hey you! Stop wandering around my field!" "I think I'm a cousin..." "well then start weeding"

Goblins have NO sense of money. So the market of a goblin village is more of a cacophony of arguments over bartered goods. Someone in the deal is screwed, many time it's both parties. Besides raw materials, poorly made items, and food stuffs the markets sells recycled goods from our side. Some how Gob Land is also a junk yard for things lost in our world. So stop signs, garbage cans, left socks, and the like are all sold here. There is normally a "Counsel" in charge of everything. They are by no means the best of the village, just the oldest surviving



goblins.

Goblins in the...old country...well Gob Land, eat a diet that's about 80% hunted meat to 20% Not meat. Bone, Leather, and sinew are common materials in a village. Gutters are many, tending to the needs of the fellow goblins. They also tend to be the "richest" as everyone needs to trade for meat. Pickers too tend to be well off, less for the green food and more for the wood and other plant products.

This brings up a uncomfortable note, anything living in gob land is a goblin. They're all mismatched, composite, rejects. However there is some naming differences to make life easier. If it can be call sentient, it's a goblin. If it thinks but not at the self aware level, it's called a Gremlin. If it doesn't think it's a plant. These distinction are more to ease the soul then true categories. Not even goblins want to be cannibals, it is the way of any world truthfully.

Starting to get the impression their living conditions stink? Well good, cause any creature would want to escape this. To add to this there is the weather. There is no real seasons to Gob Land, which makes most planning really impossible. While locations keep their climate, they too are placed at random. A hot jungle can easily be next to an arctic tundra. All this could be dealt with though, but environmental troubles and food issue are not the only problems. War is a constant threat in Gob Land, goblins are not docile in nature. Villages fight for damn near anything, and while Gob land is endless in nature, things tend to feel cramped.

BREAK ON THROUGH TO THE SUICIDE!

When a portal appears near a villages, thus starting a new feast, its no wonder goblins go for the chance. The portals on the goblin side look like tunnels in reality. Its hard to picture but that's the way it is. Most villages grab whoever they can and throw them through with nothing more then a "Don't Blow it!" On the other side things are a little different, first off the portals all end up being attached to door, window, or tunnel on our side. No human, animal or living thing can use the portal, thankfully for us. The goblins tend to think it sucks as it means no slaves or exotic fresh foods.

Now for a quick note, if a portal closes with goblins on our side....well in truth no one know what happens. Campaigns can center around this, as can legends.

Once on this side the goblins are, not too shockingly, in serous trouble. An average human has at average a Three in all stats, as well as a good two to three feet in extra height. When it comes down to it they have no chance. They still try though. They use little, if any, tactics.

What the goblins do have in their favor (Yes the have something in their favor) is more then just surprise. Goblins are, for some reason, more inclined to combat then any other race. The have vast amounts of sharp, pointy, violent bits. Add that to the fact most goblins solve things with attacking, sex included. At least its something, right?

CHAPTER 5: Everything else!!

OK unless you're a Game Troll....LEAVE!!!!!! They gone yet....ok ok the XP cost table is in the back...now go. Finally!!

This chapter is for the covering of the following topics; the handing out of in-game rewards, How to run the blasted thing, NPC's and monster section. The skill, weapon, and xp cost all are in the back....I'm looking at you! Get out, you're a player and not a troll....good!

DIBLLY BITS: AKA XP AND STUFF!

For some reason people like to be rewarded for success. They like seeing progress, or some such thing. There is really only two ways to do this in F.O.G.

First and foremost is Experience points, XP. We give it up sparingly and the players use it for few things but Pay through the nose. Why? Goblins are not really the growth types, working out will not improve their strength. Doing laps will not make them any faster. They can only grow in two ways; skills and Mutating. Even then things are strangely limited. Its easier for a goblin to learn a set job's worth of skill then a single skill. They don't pay close attention so random jobs are more likely the one they're trying for. Mutations are random for the most part as well... In the end we normally say a goblin gains 1-3 XP per session. The players may gripe, but goblins are slow learners ok!?!

The most likely reward is...STUFF! Goblins love stuff, they want more stuff, hate when other touch or take their stuff, and try to take other's stuff. With no concept of money, they trade stuff for...stuff. All joking aside most games will have goblins grasping at anything there is, nailed down or not. Making sure there are things to grab is a good idea for any Game Troll. Be sure to describe ANYTHING in great complimentary style, a spoon is as cool as a magic ax to a goblin.

In the end remember that the prizes should reflect the effort on the players behavior . Edit the rewards as you see fit, if they're doing

well then add stuff to the next room. Normally give out 2 XP each session, don't hesitate to give that lackluster player 1 for this session. Dibbly bits are your domain, rule it!

ENTER THE CAVE; TO BE A Game Troll

Ok why call you a Game Troll? Trolls are mean, nasty, Ill tempered monsters that keep come at you no matter what you do! Just like people who run role playing games. So, NO, you not a master! You're a troll, at least it sounds cool.

Now you been roped into running Feast, now what. We didn't make it easy we know, we've made most of this open ended. While you have a lot of freedom, where do you start. The players are a good start if you know what kind of game they like, but that's never a solid guaranty. Sometimes the characters themselves can dictate the style of game, Feast tends to make that hard. No the best way to begin is...throw something random at them, no we are not joking. The goblins tend to be flying blind once through the portal of a feast, use that to your advantage. When in doubt, stick them in a closet. No really, but over do the description, the strange near magical rectangle of light to one end, the strange soft grass underfoot, the weird rocks and hanging plants! Its not your fault the inside of a dark closet looks like that to a goblin...hehe.

Description is the key to this game, or rather over description. By describing parts of the environment that most people hardly think about, the world of Feast becomes alien and distorted yet still the world we know and love. It also set the mood, these are dumb, dumb, dumb creatures. A rock can be a treasure to them, a can opener a monster. By making inane details seem important we weave the players into newer and dumber things.

The problem is most of what we call role playing is based around exciting plots. You can have them in Feast, just be wary. A hard trap in Feast is a locked door and a table with keys on it. There is a chance they will fail it. The game is about odd situation, most of those are made by characters. The best plots are taking over small buildings, running through Gob Land to find some "magic" thing, or just plain war. If you map out the area, planning out what things are where, the players/characters will do the rest.

THEM OTHER THINGS: ENIMIES AND OTHER CREATURE

From the plants and Gremlins in Gob Land, to humans and normal living things on earth, this section is about how to build and run them.

-The Easy Ones; Goblins

Since there is a whole chapter on goblins, they're the easiest enemies and allies to make. Just ignore the random creation part if it gets in the way of NPC (Non Player Characters) generation. Make sure to have fun with how mismatched they are, a big dumb brut make a great Mystic NPC (Nuclear Party Cremator!) Hehe.

-The Beasts of The Land; Gremlins

There are near infinite Gremlin types out there, to list even a small sample is a epic task. So to boil it down we will give you the Quick roll method.

Use character creation and adjust as follows; 1) when rolling for the head ignore the Think stat and any social skills given. 2) for quadrupeds with out prehensile hands, roll for legs and feet twice. If you get Leg type 5 either time or both, the gremlin looks a lot like a horse with anywhere from 6 to 8 legs of different types, roll for feet as normal. 3) when rolling mutations, The roll costs mean nothing. 4) they do not roll form flaws. 5) finally give them only the skills that require NO Think to use

[Example. The Game Troll needs a Gremlin to use as a "find the ____" mission. He picks up the dice and results are, head 3, torso 7, legs 5 with a second roll of 2, and feet 5, so in the end he has a Piglet headed hairless rippling bodied, wolf legged thing with sharp clawed paws. He feel it needs no mutations, gives it a few more ranks in its attack and defense skills plus a high Smell skill calls is a Grell and moves on to the plot...]

- The "Plants" of Gob land: The Hell is This?

The word "plant" in Gob land means "a living thing that cannot move." This doesn't

mean unable to attack, nor does it mean made of vegetation. For the most part these are used for description rather then encounter, when they do cause problems they tend to be more hazards the opponents.

-The Greatest Threats: Humans

Many games have humans as lesser or median creators, not so in this RPG. Humans bigger, stronger, and smarter then goblins. Face to face there is no comparison. When used in a game of Feast, humans are BIG threats and major opponents.

*Rules for making humans.

1) All stats start at 3 for a average adult human, and can be adjusted from there. The Max for a human is somewhere around 9 or 10.

2) Many skills are point less for a human, as they can figure a lot out. Run is down right without use, all humans know how to run. All sensory skill are out, instead roll Sense + Think.

3) Normally Human do not have mutations.

4) Hurt for a human is {Tough add 2 then multiply times 10, movement is speed x 4 Fear is unchanged.

5) If using magic, a human does not gain successes on 3's. When failing human only gain the failure condition on a Extreme Failure and nothing for a standard failure.

For the most part there is really no comparison.

-And So On; Other Earthly Creatures

We will, for the sake of kindness, give you the top ten earthly animals goblins encounter. From this list we hope you can add as needed. You get a short description, their stats, skills, bonuses, and a list of parts for To-hit rolls. They are listed alphabetically;

Bear

For some strange reason Goblins seem to come across these giant beast often. It take a lot of luck, or extra goblins, to kill one of these

STATS: Think:1, Sense: 5, Tough: 10, Strong: 15, Grace: 6, Speed: 6, Stand: 6

SKILLS: Bite: 5, Punch: 5, Smell: 6, Track: 7, Swimming: 4, Climb: 5

OTHER BONUSES: Armor: 2, to all parts.

PARTS: Head, Torso, leg/foot , leg/foot, leg/foot, leg/foot

Bird, generic small

Some times goblins poke their heads into the wrong place. Ever a sparrow can be deadly when cornered

STATS: Think:1, Sense: 5, Tough: 2, Strong: 1, Grace: 15, Speed: 15, Stand: 2

SKILLS: Bite: 2, Dodge: 5, Fly: 8 , Hear: 5, See 5, Making (weaving): 5

OTHER BONUSES: flight at movement 30+

PARTS: Head, Torso, wing, wing, leg/foot, leg/foot, tail

Cat, house



toys....

Even human can call these normal friendly animals deadly, and cats like us! Now think of what its like for the poor goblins, cats tend to think of them as

STATS: Think:2, Sense: 7, Tough: 4, Strong: 2, Grace: 8, Speed: 6, Stand: 6

SKILLS: Bite: 5, Punch: 5, Smell: 6, Hear: 6 Track: 7, Swimming: 2, Climb: 6, Silent Movement: 6

OTHER BONUSES: +5 punch damage, can see normally in near darkness, +5 to all attempts to land on feet (if they have their tail)

PARTS: Head, Torso, leg/foot , leg/foot, leg/foot, leg/foot, Tail

Chicken, AKA The Demon Beast!

Goblins seem to be Vexed by these common farmyard beasts. They hate each other, and the chicken seem to have the advantage.

STATS: Think:1, Sense: 5, Tough: 3, Strong: 1, Grace: 6, Speed: 6, Stand: 6

SKILLS: Bite: 5, Kick: 5, Smell: 6, Running: 4, Silent Movement: 6 (vs. goblins only)`

OTHER BONUSES: +3 kick damage, Upon seeing a Chicken all goblins must make a fear check vs. 3 + the number of chickens or flee in terror. At any time a chicken may, upon seeing a goblin, enter a war rage gaining +3 to Tough and Strong and five extra Hurt per part.

PARTS: Head, Torso, leg/foot , leg/foot, Wing, Wing, Tail

Cow

It's a cow, why attack it? Dumb goblins!

STATS: Think:1, Sense: 3, Tough: 15, Strong: 10, Grace: 4, Speed: 6, Stand: 4

SKILLS: males: Head butt:7, Run: 5, Kick: 3

OTHER BONUSES: males: +5 head butt damage

PARTS: Head, Torso, leg/foot , leg/foot, leg/foot , leg/foot, Tail

Dog

Man's best friend is no friend to a goblin. They make tasty treats!

STATS: Think:1, Sense: 7, Tough: 5, Strong: 4, Grace: 6, Speed: 6, Stand: 6

SKILLS: Bite: 5, Smell: 6, Hear: 6, Track: 15, Swimming: 2, Climb: 6, Silent Movement: 6, Command (dogs only): 4, Intimidate: 5

OTHER BONUSES: When fighting in a group dogs can make a command roll Difficulty 4 to use pack tactics, gaining a bonus equal to the number of dogs fighting.

PARTS: Head, Torso, leg/foot , leg/foot, leg/foot, leg/foot, Tail

Fish

Why a fish? Goblins will fight anything, sometimes they even win.

STATS: Think:1, Sense: 3, Tough: 2, Strong: 2-6, Grace: 8, Speed: 9, Stand: NA

SKILLS: Swimming: auto success, Dodge: 6, and sometimes Bite::3

OTHER BONUSES: can only breathe underwater.

PARTS: Head, Fin, fin, (some times a third fin) Tail

Snake

Snakes, a deadly creatures to anything! Good luck goblins!

STATS: Think:1, Sense: 7, Tough: 1-6, Strong: 1-10, Grace: 8, Speed: 6, Stand: auto success

SKILLS: Bite: 5 or Grapple: 5, Smell: 10, Hear: 6, Track: 7, Silent Movement: 6

OTHER BONUSES: a snakes torso has (Tough +2 x 10) Hurt levels. Snakes with bite also have the Venom Mutation.

PARTS: Head, Torso,

Toaster

OK OK, its not really an animal. But goblins seem to think it is

STATS: Think: NA, Sense: NA, Tough: 4, Strong: NA, Grace: NA, Speed: NA, Stand: 8

SKILLS: Toast: Auto

OTHER BONUSES: if its plugged in roll 1 die every time its hit, if success occurs, roll a location roll. The goblins losses that limb (AKA its fried)

PARTS: Torso, Tail

Wolf

Wolves scare humans, goblins have No word that explains the emotion they feel. Though some do try to make them riding mounts.

STATS: Think:2, Sense: 7, Tough: 6, Strong: 6, Grace: 8, Speed: 6, Stand: 6

SKILLS: Bite: 5, Smell: 6, Hear: 6, Track: 15, Swimming: 2, Climb: 6, Silent Movement: 6, Command (wolves only): 4, Intimidate: 5

OTHER BONUSES: +5 bite damage, can see normally in near darkness, When fighting in a group wolves can make a command roll Difficulty 4 to use pack tactics, gaining a bonus equal to the number of wolves fighting.

PARTS: Head, Torso, leg/foot , leg/foot, leg/foot, leg/foot, Tail

LISTS, CHARTS, AND CHARACTER SHEETS

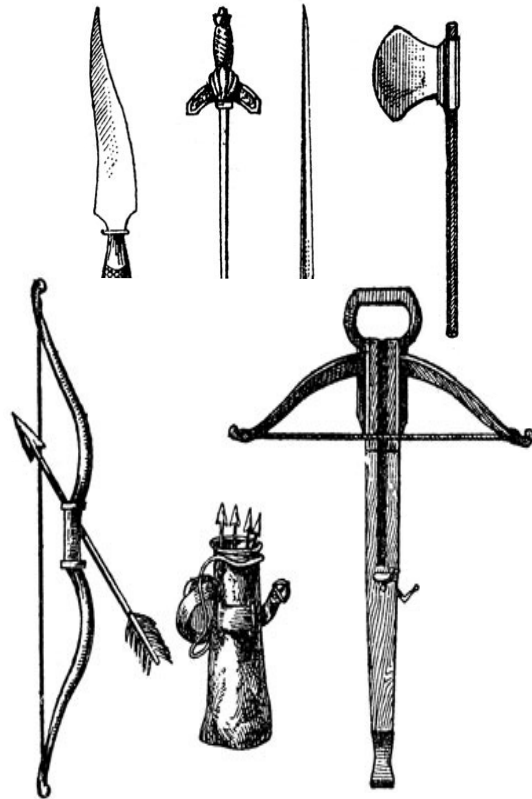
EXPERIENCE COST TABLE

Name	Cost
New skill, chosen	10 XP per level you wish to gain
New skill, random jobs worth	7 XP
New skill, chosen jobs worth	8 XP
Random mutation	7 XP
Chosen mutation	10 XP
Re grow body part, roll on the part's table.	8 XP
Re grow body part, chosen	Cannot do
Losing a Form flaw	5 XP per Roll in original cost
Gaining a form Flaw	3 point per roll cost

THE FULL SKILL LIST



As one can see from character creation there are a lot of skill just thrown around at you. Due to this it can be confusing as to what the skills are, add to this there are more skill then the ones mentioned to you at character creation. What follows is a semi organized list of all skills, they are group in to the categories of; Mean Social, Nice Social, Fighting, Living, and Else.



Each skill has a (hopefully) short description and a whether or not you can/can't/need to specialize in the skill. Specializing in a skill is like having a small focus in the skill. Skill that you need to specialize in are such wide scoped skill that you have to tell us what part of it you know and will HAVE to take it again for EACH new specialty. Skill that tell you that you CAN specialize in are normal sized, the act of specialize in them give you a small bonus in that skill but you don't have to take the skill again to gain said specialty (described in the rules section). If you can't specialize in a skill that's it, sorry you just can't do it.

One last thing to note, as you may have seen, there are a bunch of different key words used in the bonuses and penalties from parts (standard, Mutation, or form flaw). The rules

section is where these are translated.

Mean social skills	Description	Specialization
<u>Argue</u>	To Haggle and or forcefully convince others, at least for goblins.	Can't
<u>Drunk</u>	Interacting with a group of goblins in a fun and friendly environment (aka, party), or just being able to hold your ale.	Can't
<u>Goblin Etiquette</u>	How to be Rude, Mean, and use the Bad manners.. This is a goblins sense of fine and high class action.	Can
<u>Goblin seduction</u>	To manipulate Goblins through Groping, and crude sexual comments.	Can
<u>Intimidate</u>	Both the ability to scare critters into submission and the skill of impressing goblins.	Can
<u>Lie</u>	To subtly or not so subtly manipulate other to do what you want through false information. (works on non goblins too)	Can
Nice Social Skills	Description	Specialization
<u>Convince</u>	The Nice version of Argue, this is a skill of pleading and gentle coxing.	Can't
<u>Discern</u>	This is the counter to the Lie skill. This is the ability to see through lies, manipulations, and deceptions.	Can
<u>Etiquette</u>	As opposed to the goblin version this is a the skill use for high interaction. Thankfully this form is about being Nice, sweet, and pleasant	Can
<u>Seduction</u>	Unlike the Goblin version this is a game of subtlety. If you want to get any non-goblin in bed this be the skill for you.	Can
<u>Socialize</u>	While this is the opposing skill to Drunk, the two are very much different. This is all about charisma and charm, while the goblin skill... alcohol.	Can't
<u>Calm</u>	The counter skill to Intimidate, this skill is used to remove fear and show the one is gentle and kind.	Can

In some of the parts/mutations/jobs You see a reference to attack or defense skills. Unless marked with a # the following skills are attack skills

Fighting Skills	Description	Specialization
<u>Bite</u>	While some races throw the idea of unarmed combat into 1 whole category, goblins do not! This is traced to the fact that even with out a weapon most goblins are hardly unarmed. Bite is the mastery of using one's mouth as a weapon.	can't
<u>#Block</u>	One of four defensive skills, Block is composed of placing less vital yet stronger parts (forearms, shins, or even an open hand) in front of attacks. Unless armored this tends to fail in the face of sharp weapons (claws, swords, arrows... Porcupines)	Can't
<u>Bow</u>	While not a commonly used weapon for goblins. (not something they'd think of) The use of Bow and arrow is common in the races goblins try to attack/dominate.	can
<u>#Dodge</u>	Another of the defensive skills, dodge tends to be a lot safer then some tactics use by goblins. Trademarked by side stepping, rolling, or just place jumping aside, dodge is the art of getting out of the blasted way.	can't
<u>Goblin</u>	Strange as it may sound, some just get skilled as picking up goblins and wielding them as a weapon. Damage is listed in the rules section, But due note you need a strong of 3 or more to use this skill.	can't
<u>Grab</u>	The fine art of getting a hold of someone and making them not move.	can't
<u>Gun</u>	Goblins like guns, their loud, quick, and deadly... now if the damn goblins would stop pointing the hole end at their own heads.	can
<u>Head Butt</u>	While some races throw the idea of unarmed combat into 1 whole category, goblins do not! This is traced to the fact that even with out a weapon most goblins are hardly unarmed. Head butt is the wielding of one's own head as a weapon.	can't
<u>Kick</u>	While some races throw the idea of unarmed combat into 1 whole category, goblins do not! This is traced to the fact that even with out a weapon most goblins are hardly unarmed. Kick is the application of leg and foot as a weapon.	can't

<u>#Parry</u>	One of two defense skill that requires more then just a body. Parryis the art of using weapons to deflect attacks. YOU MUST BE ARMED TO USE THIS SKILL!! And no your own arms do not count.	can
<u>Punch</u>	While some races throw the idea of unarmed combat into 1 whole category, goblins do not! This is traced to the fact that even with out a weapon most goblins are hardly unarmed. Punch is all about claws and a closed fist, either one, as a weapon. If your hand opens use slap!	can't
<u>#Shield</u>	The other defense skill that requires an item to use. This is all about putting something between you and the on coming attack then bracing your self. More items then just a shield use this skill, a good stool works well.	can
<u>Slap</u>	While some races throw the idea of unarmed combat into 1 whole category, goblins do not! This is traced to the fact that even with out a weapon most goblins are hardly unarmed. Slap is all about an open hand....the "give me five!" of combat!	can't
<u>Weapon, Big</u>	This is the skill for hand and a half or two handed weapon who whole point is massive damage. Nig swords and ax's, Large clubs and trash cans....the big damage stuff.	can
<u>Weapon, Long</u>	Some Hand to hand weapons are designed for reach, to hold back foe so that smaller arms fail to find flesh. This is the skill for those very weapons. Spears, pole arms, and some chain weapons all need this skill.	can
<u>Weapon, Small</u>	Any of a large list of 1 handed weapons fall under this skills reach. Many swords, all knives, hand ax's hell the list goes on and on.	can
<u>Weapon, Throw</u>	While most races rely on range weapons with more range and power, goblins tend to stickto throwing things. Almost anything can count as a thrown weapon....most just tend to be poorly designed for it.	can
Living Skills	Des cription	Specialization
<u>Climbing</u>	Sometimes you just got to get up and or over something, that's where this skill comes in. It is notable that most of the difficulty in this come from going down not up...weird.	can't
<u>Disguise</u>	To hide is one thing, to have them look at you and not know its you...is a damned art. This skill covers both making your self look like some one else and camouflage.	can

<u>Escape</u>	A rather odd set of abilities rolled into one, this skill covers the abilities needed to get out of bonds, chains, jail cells, and large pits of glue.	can
<u>Fly</u>	You can do some neat tricks in the air. Unless you have wings this skill is used for Winged mounts, planes, and BIG Kites	can
<u>Hear</u>	Since each part for a goblin is in fact from different creatures, each sense of a goblin is a separate skill. This skill is about using your ears to detect things, you know, hearing.	can't
<u>Hide</u>	Some times it is best not to be seen, and since goblins are smart enough to figure out how to move and be hidden that just leaves hiding and hoping.	can
<u>Hold Breath</u>	Not surprisingly goblins don't always know how to hold there breath. This makes diving, dealing with poison gas, or other goblins farting difficult. So of course this skill is the result.	can't
<u>Pick Locks</u>	Many a "Noble" goblin sometimes need to get in to a building or box, and their not always unlocked. Somehow other races seem to take offence to this skill....strange huh.	can't
<u>Run</u>	In order to be able to run (see rules) a goblin needs to learn what to do. The fact that goblins need to learn a skill to run is more then enough proof that they are doomed as a race.	can't
<u>Steal</u>	To take with being caught, where it be in a pocket or in a house, is the providence of this skill. A lot of goblins seem to like having this one	can
<u>Swimming</u>	Even goblins some times need to move through water. This is also the skill needed to dive deep into waters to find what lies beneath the waves, of course with out the Hold Breath skill it's a failed endeavor.	can't
<u>See</u>	Since each part for a goblin is in fact from different creatures, each sense of a goblin is a separate skill. This little beauty of a skill is the detection with one's eyes.	can't
<u>Smell</u>	Since each part for a goblin is in fact from different creatures, each sense of a goblin is a separate skill. When in doubt use your nose.	can't
<u>Silent movement</u>	This is a simple enough skill to understand, but damn if goblins seem to mess it up. Simply put its all about walking with out being heard.	can't

<u>Touch</u>	Since each part for a goblin is in fact from different creatures, each sense of a goblin is a separate skill. The ability to feel subtle differences in things, using damned near your whole body.	can't
<u>Track</u>	This is the skill for finding or following other things. Despite the relative complex nature to this skill goblins still seem to get it right. This skill tends to use all 5 senses yet has no connection to the individual skills....go figure.	can
<u>Taste</u>	Since each part for a goblin is in fact from different creatures, each sense of a goblin is a separate skill. Using your tongue to sense subtle differences in things....or realize food is bad.	can't
<u>Urban</u>	If a goblin can get into a human, or other races, city there a whole new world to deal with. Survival in the urban jungle is a skill in deed.	can
<u>Wilderness</u>	Most goblins are use to living in small villages, not real an urban but not a wild landscape. Some however learn to survive in the deep wilds, how we're not sure.	can
Else Skills	Description	Specialization
<u>Command</u>	More then just the ability to lead, this skill also involves tactics and the ability to organize large groups. How Goblins came to understanding it is any bodies guess.	can't
<u>Dance</u>	Thankfully even goblins like to dance, some are quite good. There are so many kinds of dances that we could never list them all.	can
<u>Drive</u>	When the feast takes place is times where there are cars, boats, or planes this is the skill to use them. Yes boats are around throughout history, not ever land has them though.	can
<u>Know</u>	If knowledge is power....then goblin are still weaklings. This is the large and lofty skill of what knowledge's you possess. It requires specializing so if your goblin is a smart one he'll have to get more then 1 version of it. Examples of specialties are; Demons, Nature, News, and Plants.	Need
<u>Making</u>	This is the skill for doing stuff (stop snickering) from cooking to healing. From the act of sewing to painting. Goblins seem to lump it all together, which is why you MUST specialize! Examples of this skill are; Food, Healing, Jaryrig (the hap-hazard repair or building of things), and Poison.	Need

<u>Meditate</u>	To focus ones mind, to enter a state of calm. This is a skill that allows not only one to ignore some mental and physical distractions but helps in magic. For is use see both the rules section and look in the magic section.	can't
<u>Music</u>	This large scoped skill is what is needed to make pleasant sounds, aka music. Each instrument is a specialty and since you need to pick them, you can have this skill a few times. Some specialties are; singing, drums, Lyre, and goblin (the fine skill of hitting other goblins to make music)	Need
<u>Ride</u>	Mounting an animal for use in transportation is not an unknown concept to the lowly goblin. Of course mounting them for other reasons is also not unknown to them	can

Goblin style armor

Name	Value	Location	Extras	Heavy Item?
Double layered towel cloths	2/L	Torso, arms, legs	Counts as Heavy if wet	See extras
Goblin made, Boots	3/L	Feet	-3 to Silent Movement	yes
Goblin made, Gauntlets	3/L	Arms	-3 Steal & swim	no
Goblin made, Gloves	3/L	Hands	-2 Steal	no
Goblin made, Shorts	4/L	Legs	Roll 1D4, odds= armor, even= Bare legs	yes
Goblin made, War apron	5/L	Torso	No protection for the back	yes
Old pot Helmet	4/S	Head	+2 to making cooking if used as pot	Yes
Garbage can Armor w/holes for arms and eves	3/R	Head, torso, legs	-4 to sight rolls	yes
License plate mail	4/R	Torso, arms, legs, feet, head, hands, feet	-4 movement, cannot dodge, cannot use Hide or Silent Movement	Yes
<u>Equipment lists</u>				
Sandals	2/L	Feet	If location is hit by an AIM action, Provides to armor	no
Warped Shield	3/S	1 arm, special	Its rating is applied to two other locations on a successful skill roll	no

Human style armor

All human style armor is too big for goblins to wear... any strong, grace, and Stand roll gain a -5 to them while a goblin has some on.

Name	Value	Location	Extras	Heavy Item?
Flak Vest	3/R	torso	5/R Vs. bullets	NO
Hide	4/S	Torso, arms, legs	All hide has an exposed spot on the legs... one can aim to negate armor	yes
Leather Boots	3/S	Feet	None	no
Leather gloves	3/S	Hands	None	no
Leather top	3/S	Torso, Arms	None	no
Leather pants	3/S	Legs	None	no
Mail gloves	4/R	Hands	-3 to swim	yes
Mail hood	4/R	Head	-3 to swim	yes
Mail tunic	4/R	Torso, arms	-3 to swim	yes
Mail pants	4/R	Pants	-3 to swim	yes
Plate Boot	5/R	Feet	-6 to swim	Counts as 2
Plate Gantlets	5/R	hands	-6 to swim	Counts as 2
Plate Helmet	5/R	Head	-6 to swim	Counts as 2
Plate Top	5/R	Torso, arms	-6 to swim	Counts as 2
Plate Pants	5/R	Legs	-6 to swim	Counts as 2
Shield, Buckler	2/R	1 arm, special	Its rating is applied to one other locations on a successful skill roll	no
Shield, Large	4/R	1 arm, special	Its rating is applied to three other locations on a successful skill roll	Counts as 2
Shield, small	3/R	1 arm, special	Its rating is applied to two other locations on a successful skill roll	yes

General Equipment

Name	Heavy Item	Effect	Use limit
Cloths (all types)	Not normally	Your not naked (with out -1 due to environment)	Till destroyed
Drinking pouch (water skin)	When full; yes	Holds 4 days worth of drinking water, wine, or beer.	4 days of straight use, refillable (goblins can figure that out)
Flashlight	no	Removes half of penalties form total dark, all from partial.	140 hours of use.
Pouch	When full, yes	Holds 10 standard items, 3 heavy	no
Rope	After 10 yards (9.14 meters), yes	endless	no
Sack	When full, yes	Holds 20 standard items, 60 heavy	no
Tape	no	Near endless	50 "uses" per roll, some actions take up more uses.
Tent	yes	Gives 6 goblins shelter	no

Transportation, Mechanical

Name	Too big or heavy	Movement	Fuel	Max passengers	Extras
Car	Too big	240/ 2400 hr	Gasoline 10/ 1 per hour	8 goblins + 10 in the trunk	Trunk storage
Bicycle	heavy	12/ 24hr	See extras	3	For every hour spent riding this Vehicle the goblin loses 1 hurt to the torso All hurt returns after 1 hour of rest.

Transportation, living

Name	Too big or heavy	Movement	Max time	Max passengers	Extras
Donkey	Too big	20/200	8 hours	13	Can be used to hold 6 heavy items. Each lowers the Passengers by 2
Goblin war dog	3 heavies	40/120	12 hours	4	Has 1 bite attack Roll goblins ride to attack and 6 for damage
Normal Dog	2 heavies	30/90	10 hours	4	none
Pig	4 heavies	15/30	16 hours	8	If in danger will run away if rider fails a ride check
Pony	Too Big	50/500	10 hours	9	Can be used to hold 4 heavy items. Each lowers the Passengers by 2

Transportation, Magical

Name	Too big or heavy	Movement	Max passengers	Extras
Flying Rug	Heavy	30/90	8	Requires a mystic to control

Weapons, Big

Name	Type	Heavy?	Damage	Reach	Hands	Extras
Battle Ax	Melee	yes	6	2	2	none
Broken handled shovel	Melee	no	5	2	1	+2 damage if wielded 2 handed

Broad sword	Melee	no	4	1	1	+2 damage if wielded 2 handed
Chair	Melee	yes	4	2	2	After 4 successful hit its useless
Great sword	Melee	yes	6	3	2	Requires a strong of 3 or more
Garbage can	Melee	yes	4	3	2	After 4 successful hit its useless
Goblin	Melee	yes	= to the goblins tough +1	3	2	Requires the Goblin attack skill
Horse crop	Melee	no	4	2	1	Those hit must make a Tough Vs damage test or loss there next turn
Long Sword	Melee	yes	5	2	2	none
Maul	Melee	yes	6	2	2	none
Neon sign	Melee	yes	See extras	2-4	2	Damage = to reach. First hit is fire damage. After each successful attack lower reach by 1
Orange road cone	Melee	no	2	2	1	Armor is doubled against this weapon
Plan old big rock	Both	yes	3	1	2	Can be thrown at a range of Strong +2
Rod	Melee	no	3	2	1	none
Sickle	Melee	no	3	1	1	none
Sold wood cutting board	Melee	yes	4	2	2	none
Severed limb	Melee	yes	Its former Strong	1	1	+2 to intimidate
Sports bat	Melee	yes	4	2	2	+2 to parry
War hammer	Melee	yes	4	3	2	none
War Pick	Melee	yes	5	2	2	Opponent's armor counts as being half (rounded Down)

War sword	Melee	yes	6	2	1	+2 damage if wielded 2 handed
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Weapons, Long

Name	Type	Heavy?	Damage	Reach	Hands	Extras
a really big pointy stick	Melee	yes	4	4	2	none
Halberd	Melee	yes	6	5	2	none
lance	Melee	yes	5	6	2	+2 damage if mounted
Pike	Melee	yes	7	6	2	+2 Vs Mounted targets
Spear	Melee or Both	yes	6	5	2	If able to throw, as a range of strong x10
Staff	Melee	yes	4	4	2	none
Street sign with pole	Melee	yes	5	5	2	Requires a strong of 4

Weapons, Small

Name	Type	Heavy?	Damage	Reach	Hands	Extras
Butter Knife	melee	no	1	1	1	Armor counts as Double
Carving Fork	melee	no	2	1	1	none
Dagger	melee	no	3	1	1	none
Hand ax	melee	no	3	1	1	Armor counts as half
Mace	melee	no	3	1	1	none
Mug	melee	no	2	1	1	Brakes after causing a injury
Pineapple	Both	no	2	1	1	Destroyed after use. Range strong+5
Short sword	melee	no	3	1	1	none
Small club	melee	no	3	1	1	Armor counts as half
Stiletto	melee	no	3	1	1	+3 to move silently, when attacking

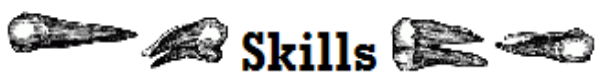
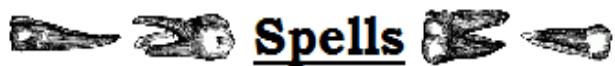
Weapons, Thrown

Name	Type	Heavy?	Damage	Range	Hands	Extras
a named rock or any rock	ranged	no	1	Strong x2	1	none
Baseball	ranged	no	2	Strong x5	1	none
Potted plant	ranged	yes	3	Strong x2	2	Destroy after first use
Random items at hand	ranged	no	Game troll's decision	Game troll's decision	Game troll's decision	Game troll's decision
Throwing Ax	ranged	yes	4	Strong x5	1	-2 to targets armor
Throwing Knife	ranged	no	3	Strong x5	1	none

Weapons, Other ranged

Name	Type	Heavy?	Damage	Range	Hands	Extras
Arrows, Armor piercing	ammo	no	8	See bow	NA	Armor counts as half against this
Arrows, flaming	ammo	no	5	See bow	NA	Does damage each round till put out
Arrows, Flesh cutter	ammo	no	15	See bow	NA	Armor counts as double against this
Arrows, Standard	ammo	no	10	See bow	NA	none
Arrows, whistling	ammo	no	See extras	See bow	NA	Causes a loud noise while in flight
Bow, hand cross	Ranged	no	See Arrows	100	1	none
Bow, light cross	Ranged	yes	Arrows +2	150	2	Takes 2 actions to load
Bow, Long	Ranged	yes	Arrows +2	300	2	none
Bow, Short	Ranged	no	See Arrows	250	2	none
Bow, Horse	Ranged	2 Heavies	Arrows +3	350	3	Requires two goblins to use
Pistol	Ranged	no	15	100	1	none
Rifle	Ranged	yes	20	500	2	none
Shotgun	Ranged	yes	40	30	2	For each 10 movement lose 10 damage but can hit 1 extra target each shot (at 30 you can hit 4)

[illegible]

[illegible][illegible]

Head:

Notes:

Mutations:

Flaws:

Armor:

Max hurt:

Hurt left:

Left Arm:

Notes:

Mutations:

Flaws:

Armor:

Max hurt:

Hurt left:

Left Leg:

Notes:

Mutations:

Flaws:

Armor:

Max hurt:

Hurt left:

Torso:

Notes:

Mutations:

Flaws:

Armor:

Max hurt:

Hurt left:

Left Hand:

Notes:

Mutations:

Flaws:

Armor:

Max hurt:

Hurt left:

Left Foot:

Notes:

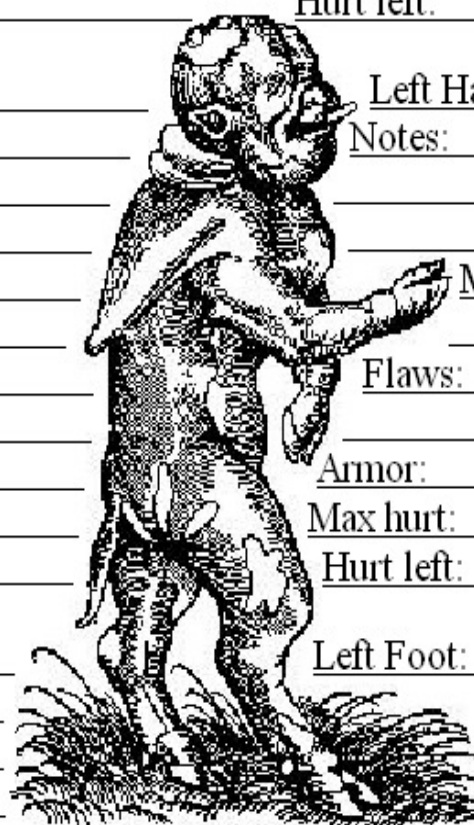
Mutations:

Flaws:

Armor:

Max hurt:

Hurt left:



Other Parts: _____
Notes: _____

Mutations: _____

Flaws: _____

Armor: _____

Max hurt: _____

Hurt left: _____

Right Arm: _____

Notes: _____

Mutations: _____

Armor: _____

Max hurt: _____

Hurt left: _____

Right Leg: _____

Notes: _____

Mutations: _____

Flaws: _____

Armor: _____

Max hurt: _____

Hurt left: _____

Other Parts: _____
Notes: _____

Mutations: _____

Flaws: _____

Armor: _____

Max hurt: _____

Hurt left: _____

Right Hand: _____

Notes: _____

Mutations: _____

Flaws: _____

Armor: _____

Max hurt: _____

Hurt left: _____

Right Foot: _____

Notes: _____

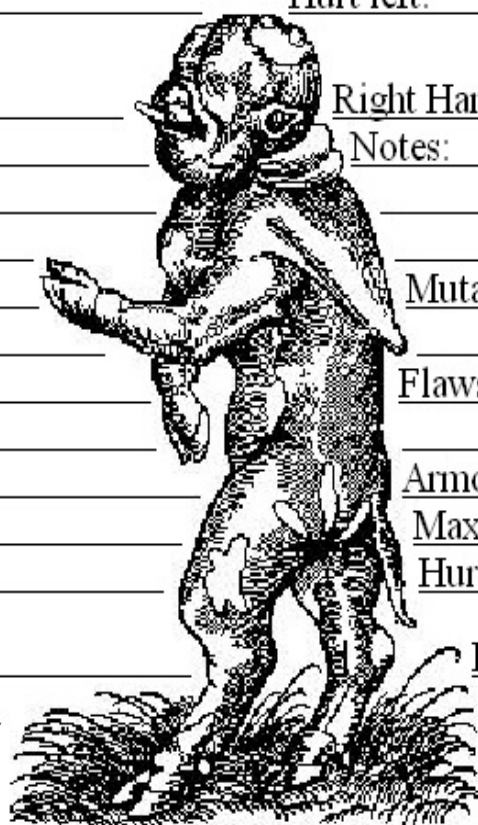
Mutations: _____

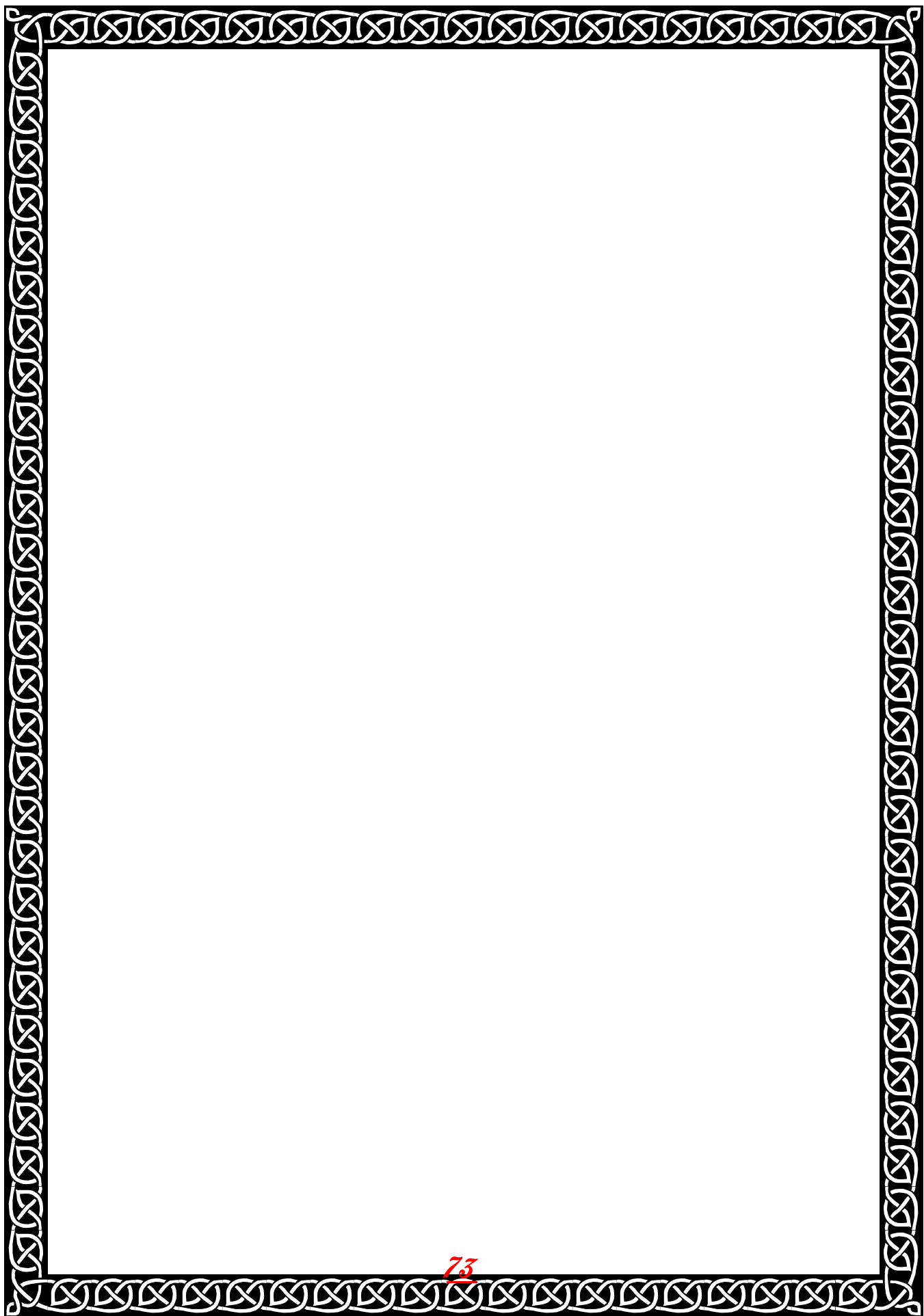
Flaws: _____

Armor: _____

Max hurt: _____

Hurt left: _____





Welcome to the feast.....

Now stop eat each other!



You are a goblin, made from the leftovers from when God and mother nature got it on. Doomed to a life in a half finish world. Only to die and be recycled into new goblins.....OR ARE YOU?

Every so often gates open, gates that lead to other worlds. Like ours! If you and your goblin friends can take it over Goblin will forever be a "TRUE" race. This feast upon the other realms has started. are you ready?

GRAB a fork and join it

- *Unique quick and random character creation
- *Simple Caltrop(d4) system
- *Lots of Silly weapons to wield
- * Bullet Points on the back COVER!!

This game is FREE....YOU HERE ME!! It was made for all to enjoy. SO do so



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