

**HONK**



"... a frisson of menace and strange terror I highly recommend."

- Jason Morningstar



"Few things are as terrifying as staring waterfowl in the eyes and seeing the malice within."

- Sean Nittner

"HONK"

- Adam Robichaud

"Everyone has a goose story."

- Jenn Martin

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@tenpenjenn  
jennmartin.itch.io



[bit.ly/goosegamerpg](https://bit.ly/goosegamerpg)

A ROLEPLAYING  
GAME

3+ PLAYERS  
15+ MINUTES

.....

# THE GOOSE OF GRILLNER GROVE

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by jenn martin  
for #bigbadjam

## A VISITOR ARRIVES...

They don't understand the danger that the resident goose presents.

As beleaguered citizens of the town, having been terrorized by the waterfowl these two score years, it's your job to convey the peril the newcomer faces.

## SAFETY

Players are more important than the game, and the door is always open. You will not break the game by leaving. Use the **X card** to remove material from the game that you don't want present. Care for each other.

## TWO TRUTHS

The goose is not supernatural, it cannot speak, but it can remember.

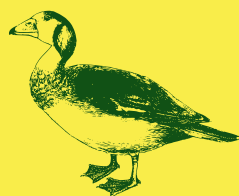
The goose doesn't die in this game.

## THE VISITOR CAN BE A PLAYER OR NPC

## SET THE SCENE

We are all here, in the center of town, to welcome our new visitor. It is also our job to warn them, because our home has been menaced by a goose for 20 years!

We all have a story or two to tell, but let's decide first if our village is a quaint 18th century New England hollow or perhaps a small modern-day town? *(Decide that now)*



## TOWNSFOLK

Decide what your character's place is in the town. Declare one character your friend, and another your rival.

Think about what you'd do to rid yourself or the town of the goose, or what you'd pay for it to go after your rival.

Think about how this waterfowl has menaced you personally for the last 20 years.

## ON YOUR TURN

Concoct a story about an experience you had with the goose based on your prompt. Maybe it's true, maybe it was true the first time you told it, but it's turned into something else over the years. Describe the season, what the air smelled like and the gleam in the goose's eyes. Tell everyone what you were feeling when you met its gaze.

Don't break the game truths, otherwise the other players will **HONK** at you.

## ON OTHERS' TURNS

Listen to each character tell their story, build on the stories and ask questions that establish the goose's spirited nature. Be dubious, but generous.

Don't deny or reject a story unless the player is being disruptive or inappropriate. If they break a truth or disrupt the game, **HONK** at them until they stop talking or recant their story.

Go around until every player has told a story, or two.

Decide together if the visitor heeded your warnings.

I saw it tangle with  
a wolf and live

.....

I saw it in a shed,  
sitting on a pile of mail

.....

I saw it attack someone

.....

I saw it outsmart a trap  
that had been laid for it

.....

I saw it steal  
something valuable

.....

I saw it lay an odd egg

.....

It watched me commit a crime

.....

I saw it eat a whole pie

.....

I saw it reading a book

.....

I saw it conversing  
with a crow

.....

It was my pet for a while

.....

It gave me a gift

.....

It chased me out of town

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a wolf and live

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