

You are 100 Goblins

NOW GO SAVE THE WORLD



You are 100 goblins, and in a cruel twist of fate the future of the world rests on your many tiny shoulders.

This is a game for 2+ players, one player will be the GM (Goblin Master) and all other players will take control of 100 goblins each.

Becoming 100 Goblins

Each player needs to name their clan of goblins, all of these goblins look identical to the player except they are 2 ft tall and have long pointy ears. Once each player has a name for their goblin clan they must decide on a scale of 1 to 5 their clan's Chaos level, where possible duplicates are not allowed.

Being 100 Goblins

To play the Game the GM decides on the objective of the game by picking outright or rolling on the quest table below:

Goblins Quest

1	Save	the	1	Evil King
2	Destroy		2	Cursed Artifact
3	Steal		3	Holy Banner
4	Find		4	Key to the Kingdom



When playing, the GM describes the surrounding area in detail and then lets the players describe the action they wish to take, the Gm decides the risk factor of the described action and the player rolls the corresponding dice .

- For a Risk Factor 1 check roll a d6
- For a Risk Factor 2 check roll a d8
- For a Risk Factor 3 check roll a d10
- For a Risk Factor 4 check roll a d12
- For a Risk Factor 5 check roll a d20

When rolling a risk roll that corresponds with their chaos level they can reduce the result by 1, the number they roll corresponds with how many Goblins die in the process, the goal of the game is to complete the quest with at least 1 Goblin left.

Goblins sheet

Clan Name _____

Chaos Level _____

Goblins Casualties _____

Goblins Portrait

