

Goblin World



A Fiasco PlaySet
by Wightbred

Goblin World



Credits

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Cover art by Ed Heil.

Interior art by Epic Fail and Ed Heil.

Playtested by GT and Jim.

Setting in Brief is a parody of the back cover of Apocalypse World by D. Vincent Baker.

Boilerplate

The playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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For more information of about Fiasco or to download other playsets and materials, visit www.bullypulpitgames.com

For more information about Goblin World, visit the forum on Barf Forth Apocalyptica here: <http://apocalypse-world.com/forums/index.php?board=32.0>

For more Ed Heil art, visit <http://www.edheil.com/illustration/>

The Scope

Setting in brief

Goblins, gnolls, thouls, ghouls, skeletons, trolls, ogres, orcs, worgs and worse forced to live and work together by an evil Master who could be a Dragon, Necromancer or even a Warlord of their own stock.

It used to be better in the shining copper age of legend but then we were cast down by the Sunlovers to this.

Now this is what we've got: you sleep in water and filth; you get some rotten biscuits to eat if you're lucky; you only get to go outside so the Sunlover Butchers can kill you; the only weapon you have is a rusty knife; all your so-called allies are all on 'The List'; and the Master's enforcers whip you if you complain.

But you can fight back! Raiders sneak across the ploughed cuts the Earthcutting Sunlovers make in their fields to loot and pillage their farms. Marauders charge in and cut down Forestlurkers before they can sing their cursing song. Thieves sneak in quietly behind the Goldkissing Longbeards and snatch their purses as they slit their throats. Harriers rush in and steal the food off the table and are back out the door before the Fatbelly Hairytoes can swallow their mouthful and scream. Extortionists sit back quietly and rake in the valuables from their scams. Shamans curse them all with the powers of secrets and fire.

This is what we've got, yes. But what are you going to take and hide for yourself?

Movie Night

Who makes a movie starring the evil underlings? Luckily any classic fantasy roleplaying game with evil humanoid races living in dungeons is good inspiration, including games you can play them like *Orcs of Thar*, *Savage Species*, *My Life With Master* and especially our *Goblin Work* hack of *Apocalypse World*. Also books like *Goblin Quest* by Jim C. Hines.

Relationships...

1 BLOOD

- 1 Disinterested parent and agitated offspring
- 2 Cousins from different tunnels
- 3 Surprising siblings
- 4 Live and undead relations
- 5 Decrepit grandparent and green grandchild
- 6 Secretly related in a way punishable by death

2 SWEAT

- 1 Supervisor and their taken for granted enforcer
- 2 Fellow enforcers
- 3 Raided together
- 4 Expensive slave and owner
- 5 Beguiler and apprentice
- 6 Sorcerer and summoned



3 TEARS

- 1 One-time fling
- 2 Former lovers
- 3 Current lovers
- 4 Lifelong lust and object
- 5 Two of Gertrude's lovers
- 6 Doppelganger and their current muse

4 GOLD

1 Daring thief and watchful enforcer

2 Thief and reluctant fence

3 Competitive greed

4 Complimentary greed

5 Zealots in a secret order

6 Secret blood feud



5 GraFt

1 Extortionist and mark

2 Fooled for a third time

3 Partners in extra shares

4 Vying for the Master's 'attentions'

5 The outcast and current trusted toad of the Master

6 Supplier of special mushrooms and their best customer

6 GRiMe

1 Former slaves

2 A shared disease

3 Stitched back together from parts of the same body

4 The beatings will continue

5 A growing curse

6 Chained together

...LIVING TOGETHER IN A DUNGEON

Needs...

1 To get protection

- 1 ...before they find out who took it
- 2 ...before the waters rise
- 3 ...before the new Master comes
- 4 ...before the attack
- 5 ...before the ritual starts
- 6 ...before the traps are reset

2 To get even

- 1 ...because they sold you out
- 2 ...with the shaman, for the curse
- 3 ...with everyone on my list
- 4 ...with the Master
- 5 ...for a humiliation
- 6 ...for a deserved beating



3 To get rich

- 1 ...by stealing it back
- 2 ...by selling them all as slaves
- 3 ...by tipping off the Sunlovers (humans)
- 4 ...by taking the treasure
- 5 ...by selling the winter food stock
- 6 ...by collecting bizarre and grisly spell components

4 To get respect

- 1 ...despite your heritage
- 2 ...after they didn't bother to kill you
- 3 ...by exposing the plotters
- 4 ...by slaying a Sunloving Butcher (human adventurer)
- 5 ...by becoming the Master
- 6 ...by having more followers join in

5 To get the truth

- 1 ...about what the ritual will do
- 2 ...about what happened to the old Master
- 3 ...about what happened to them
- 4 ...about where it is buried
- 5 ...about the raid
- 6 ...about who took it

6 To SpAWN

- 1 ...to pass on the infection
- 2 ...and ruin the ritual
- 3 ...to leave a legacy
- 4 ...to make the prophesy come true
- 5 ...as partial payment
- 6 ...for just one moment of pleasure before you die



...LIVING TOGETHER IN A DUNGEON

Locations...

1 THE INNER SANCTUM

- 1 Behind the throne
- 2 The hidden treasure chamber
- 3 Living inside the magical bag of holding
- 4 The Master's rooms
- 5 The crypt
- 6 The entrance to the lair of the unspeakable

2 WHERE WE Huddle together

- 1 Amongst the straw pallets
- 2 In the weapon room
- 3 The hidden tunnel
- 4 By the cooking pits
- 5 Where the worgs sleep
- 6 The strange mushroom farm



3 FILTHY PLACES

- 1 In the cage with the slaves
- 2 The carrion crawler's lair
- 3 The floor of the bat cave
- 4 Just there, where we dump the trash
- 5 The room where we make the filthy sling stones
- 6 The ogre's privy

4 IN THE MECHANISMS

- 1 At the bottom of the third pit trap
- 2 In the statue trap room
- 3 In the dammed river with the blind fish
- 4 In the razor briars outside the hidden entrance
- 5 Behind the murder holes
- 6 The room with the levers

5 DANGEROUS PLACES

- 1 The edge of a Forestlurker (elf) wood
- 2 The aged butcher's (adventurer's) house
- 3 The crossroads with the hanging and dying
- 4 A Sunlover (human) castle
- 5 A Longbeard (dwarf) mine
- 6 The wizard's tower

6 Fat targets

- 1 The turnip field
- 2 A seemingly unguarded Inn
- 3 A long and lonely road
- 4 The Hairyfeet (halfling) caves
- 5 A recent battlefield
- 6 An earthcutting Sunlover's (human farmer's) farmhouse



...LIVING TOGETHER IN A DUNGEON

Objects...

1 UNSPEAKABLE

- 1 A sling stone covered in something unspeakably filthy
- 2 Skulls harvested carefully from the former chiefs
- 3 Heavy chains to bind it
- 4 A simulacrum of hair, dung and spit
- 5 A very angry killer cat, barely contained in a sack
- 6 'That' ladle

2 ARMOUR

- 1 Leather made from someone's kin
- 2 A shield stolen from a haunted battlefield
- 3 A Sunlover (human) wizard's robes
- 4 An amulet of alleged protection
- 5 Boots that make you run too fast
- 6 Priceless Forestlurker (elven) mail

3 WEAPONS

- 1 A bone shiv
- 2 A hair garrote
- 3 A cursed blade
- 4 The Master's black and barbed whip
- 5 A hammer that the Longbeards (dwarves) will want back
- 6 A swift but distinctive poison

4 INFORMATION

- 1 Yet another copy of the map to your lair
- 2 Gossip from the Sunlover (human) Inn
- 3 Where the chief carried the treasure
- 4 A scrawled list of enemies
- 5 Why the larder is always full
- 6 A secret way in

5 VALUABLE

- 1 A chatty blade
- 2 A ring oozing power
- 3 A tattooed map
- 4 A bottle of wine that saps memory
- 5 That strange red powder that the shaman craves
- 6 The secret key to a treasure chest



6 LOOT

- 1 A heirloom bandage
- 2 The fatter horse
- 3 A barrel of strong beer
- 4 'Mystery meat'
- 5 Very green apples
- 6 A pig that likes being ridden

...LIVING TOGETHER IN A DUNGEON

THE NECROMANCER'S TOWER

Insta-Setup

RELATIONSHIPS

For three players...

- Blood: Live and undead relations
- Sweat: Beguiler and apprentice
- Graft: Extortionist and mark

For four players, add...

- Grime: Stitched back together from parts of the same body

For five players, add...

- Tears: Two of Gertrude's lovers

Needs

For three players...

- To get even ...with the Master

For four and five players, add...

- To get protection ...before the attack

Objects

For three or four players...

- Unspeakable: A sling stone covered in something unspeakably filthy

For five players, add...

- Armour: Leather made from someone's kin

Locations

For three, four, or five players...

- Filthy Places: The carrion crawler's lair